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Subject: Re: Points fix debate number 5.598

Posted by [RadioactiveHell](#) on Thu, 01 Oct 2009 23:13:43 GMT

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liquidv2 wrote on Thu, 01 October 2009 17:36 SoQRadio wrote on Thu, 01 October 2009 16:07 I think the pointsfix should be mandatory. If this is the case, I think gameplay in public servers will increase because it will encourage ppl to buy tanks over infantry. That way they can actually be useful to their team.

you shouldn't have to force that though, it should just be presented as an option if a server doesn't want to use it they should have a choice to not use it, and it should be simple as a result they could be penalized or ultimately excluded from the TT ladder, but if they're fine with that then who really cares

Fair enough.

liquidv2 wrote on Thu, 01 October 2009 17:36 just because you entirely disagree with the way some people play doesn't mean they shouldn't be allowed to play that way, especially if it's not even in your server

what if a server used a mod to make all vehicles fly and people enjoyed playing with it? would you be in support of something that would make it impossible for them to use it even if it had nothing to do with you? i don't understand why everyone has to conform to the ideal image of renegade if they don't want to

just let them have their fun, even if it's not your idea of fun

The way people are playing is killing the game for server regulars/more experienced players. This is certainly the case from my experience playing smaller games on Exodus. For example, when every1 wants to tunnel snipe on field (and then type in team chat "LOL WE TOOK TUNNELS!!11!") instead of buying vechs and taking the field...ppl get pissed.

I dont know if pointsfix fixes this, but if people have more incentive to help their team, that seems like a good thing imo.

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