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Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [Spoony](#) on Fri, 18 Dec 2009 10:49:55 GMT

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JohnDoe wrote on Fri, 18 December 2009 02:51 The Pointsfix makes the game more balanced, it just took some of the speed out of clanwars... granted, I haven't played a clanwars in 2 years, but I guess the game is still pretty much over if i.e. your sniper gets shot in the face right away. Renegade is already rather predictable, the pointsfix simply makes it even easier to guess the opponents' cash supply.

oddly enough, the opposite is true. a lot of new strats have opened up. you speak of cityfly and wallsfly - you see more early rushes now, remote rush gambits, multiple lights, the odd MRLS etc etc etc. there's more than one way of playing the map now than just saving for an orca and a havoc...

Quote: I can't comment on the harv blocking and jumping out of vehicles stuff... just out of curiosity, does that include blocking your opponent's harv?

the main gist of the rule is that you're not allowed to block your own harv. this has done wonders for field and under, works well on cityfly too.

you can hinder the enemy harv, but i did disallow that crap on complex/islands where you wedge the enemy harv next to the door.

Goztow wrote Fact is most people against it haven't even tried it. The only real objective and circumstanced argument I ever saw in a pointsfix debate came from Jelly (I think) who said the pointfix made marathon games less enjoyable because there's less money in the game. Spoony then launched a topic with multiple alternative solutions to bring more money into the game in an objective way but this was utterly ignored by all anti pointfix people. mmhmm.

what's sad is it's perfectly possible to keep your economy stable so long as you play it smart. most people have learned so many bad habits thanks to the points bug that they don't play smart. they say odd things like: if your base is under siege and you can't shoot the meds with a nod soldier, how are you supposed to get money? stop and think about that for a second, these people have been playing this game for years, but you wouldn't think so. i mean, they spend half the game shooting stuff they don't damage, and then they wonder why their harv never gets back and why they lose buildings all the time.

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