Subject: Re: beta test TT patch
Posted by Spoony on Fri, 18 Dec 2009 17:19:01 GMT

Chew wrote on Fri, 18 December 2009 10:15And keep the PT bug (which may be a good rule to implement against into CW, idk how big of a problem it may or may not be)
i'm not yet decided on that, probably best to just try it.

Quote:^ C&C = Command and Conquer, not Command and Camp. In the old C&C games you didn't just build a base and defend it, you didn't win till you killed the other base. The only time there were timelimits was in the story mode, but in the skirmish mode which is basically what we play in Renegade you played till one or the other was dead. Now I don't much like to play marathon, but I hate the fact that some people would rather let their base die to camp and win by points.
i do like the system of timed games and the possibility of point victories (indeed i prefer timed over marathon), but it only works so long as offensive play trumps defensive play and you can't get points for no reason... *cough*

it literally amazes me that more people can't see the points bug for the huge balance problem it is. getting points for absolutely no reason - < that sentence alone ought to ring alarm bells for anyone who truly cares about the game being balanced.