
Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [HaTe](#) on Fri, 18 Dec 2009 22:57:27 GMT

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BlueThen wrote on Fri, 18 December 2009 16:53Quote:True (for the perpetual argument part), but for the most part, you have to agree that the pointsfix, even if it has its downsides, is undoubtedly better than without it.

. Pointsfix gets rid of retarded gameplay habits, while enforcing logical decisions (not having your WF being killed, using mammoth tanks more, using anti-tank infantry vs tanks rather than anti inf units).

I implied that the pointsfix should be put to test in the field, have a clan war in it or something. We know it works, it's just a matter of finding out whether or not players would adjust or enjoy it.

Arguing is clearly not helping.

I couldn't agree more, i didn't come here to argue by any means, but was dragged into it when i was randomly blindsided by both Spooky and Mr. Zimmer, when posting my opinion.

Testing is obviously the first logical movement.

I have heard several players say that if the pointsfix is added, they will not play clanwars. Do we all think that more players will start clanwarring, then those who are going to leave it, with the pointsfix added? I don't believe so, but I would like nothing more than to be proven wrong. The more players, the better. Clan war's are a big part of Renegade again, we don't want them to die down again. So test it, see if the player counts go up, go down, or stay the same (of course assuming that player counts are already dropping), and then go on from there. It's obviously the logical thing to do, I don't see many players, if any, quitting clan war's all together, if the pointsfix is determined to decrease clan war players, and removed after testing.
