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Subject: Re: Pointfix poll. Bug or Balance?

Posted by [Starbuzz](#) on Thu, 24 Dec 2009 00:32:34 GMT

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R315r4z0r wrote on Wed, 23 December 2009 10:12Goztow wrote on Wed, 23 December 2009 02:56R315r4z0r wrote on Wed, 23 December 2009 01:11No, that's not what I'm saying.

Points are there for one reason: Tie braking.

The main objective in the game is to destroy the enemy team's base, not to whore the most amount of points in the time given.

The reason why I said "how it's meant to be played" was because Renegade can actually be played as a whore fest if you really wanted it to.

If you relate points to damage, then it strongly encourages the main objective: destroying the base.

If a team can get points for doing no damage, then it discourages doing damage, hence discourages destroying the base.

No it doesn't. Like I've said in my previous post, and I'm probably not the only person who plays this game who feels this way, I don't pay attention to points when I'm playing the game.

I play it for the cinematic feel of being in the battle and working with my team, not to whore redundant points off of the enemy. That's not fun, that's melodramatic retardation. If you want to do that, get some friends together and play a marathon of Asteroids or something.

The only way points offers me a reward is when I'm unsure if my attacks are hitting a target at the edge of my range. I use the points counter to see if my attacks are connecting. But other than that, they play no role in the reasoning as to why I attack the enemy base.

Perhaps you are a casual player, R3? Sure sounds like it with this post.

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