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Subject: Re: Pointfix poll. Bug or Balance?

Posted by [R315r4z0r](#) on Thu, 24 Dec 2009 04:06:22 GMT

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Well, it would be the same as it is now.

The game's main objective is to destroy the enemy team's base while protecting your own (it says that on the loading screen.)

The secondary means to win a game is to score higher than your opponent in the matches time limit or to plant a beacon on the enemy's pedestal.

You have to look at it from the developer's point of view, not the twisted (I don't mean that negatively) clanwar perspective. The reason why the game was made was to show what C&C is like in the first person perspective. C&C mode (or AOW) in Renegade was conceived with the idea of attempting to capture the RTS's feel in FPS form.

Using that, you can deduce that the main objectives is to destroy the enemy base.. that's what the battle's plot is. It's a secondary means to win a game to win by score or to win by pedestal placement.

But let me clarify something that you guys seem to be confused with. I've never said that I was for or against the pointsfix. I've even said not to pay much attention to what I had to say because I don't play clanwars.

I don't feel as if you should do something just because I said so. My opinion isn't god, I just thought it be constructive to hear as many different points of view as possible on the subject so you can meet everyone in the middle.

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