
Subject: Re: Pointfix poll. Bug or Balance?

Posted by [Spoony](#) on Thu, 24 Dec 2009 05:36:30 GMT

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R315r4z0r wrote on Wed, 23 December 2009 23:081. Destruction vs Points calls upon the ideal of whether you believe you should focus on trying to score more than your opponent rather than trying to simply destroy their base.

i'm not understanding your use of the words "rather than". again, points are a direct indicator of how much damage you've dealt to the most important targets. (at least, that's the case in the original renegade points system. it isn't the case when the modification that lets you get points for no reason is there)

R315r4z0r wrote on Wed, 23 December 2009 23:08Spoony wrote on Wed, 23 December 2009 23:30"meeting everyone in the middle" is a common threat to these kind of debates, i find.

You would be correct if this 'debate' wasn't about a video game. The point of a video game is to provide entertainment. As such, you should try your best to make sure everyone can reach some mutual agreement.

You aren't debating over taxes or employment, it's about a video game.

i was referring to the fact that the anti-pointsfix crowd are the most unappeasable group the world has seen since the late 30's.

first it was: "whoever wins the argument gets to use their points system"

the anti-pointsfix crowd lost all the arguments - badly - and then it became "everything you say might be right, spoony, and we've been wrong so many times you can barely count them all, but we like getting money for no reason"

so, several compromises were suggested to accommodate this, involving keeping the original points but increasing the cash flow. all of these were violently rejected.

then we (TT) just said ok, we'll give you everything you wanted. each community can choose for itself whether to use the original renegade points system or not. however, at the time i said that this would not appease them - the anti-pointsfix crowd would carry on acting as pathetically as they always had, carry on ruthlessly attacking anyone who disagrees with them (i turned out to be absolutely dead right; if anything the immature flaming from their camp increased)

what's more, they weren't even satisfied with that. they've also demanded that i shouldn't be allowed to use the original renegade points system in my own community, and they supported a small group of cheaters who tried subverting my authority in the league thanks to a campaign of lies and manipulation and rigged polls. they also went berserk at the suggestion that the original renegade points system ought to have priority on the official renegade ladder (given that the anti-pointsfix crowd has been soundly thrashed in every debate about the subject)

you want to try meeting these people in the middle? you're welcome to try. i went to UNBELIEVABLE lengths to attempt this (despite the fact all they ever did in return was insult me); look at what happened.

R315r4z0r wrote on Wed, 23 December 2009 23:08Spoony wrote on Wed, 23 December 2009 23:30what's more, when the points are added up at the end if bases are still standing, then with the original renegade points system, the points are a direct indicator of which team did more damage - in other words, which team came closer to the goal of basekill. when you let people get

points for absolutely no reason, that clearly is not the case.
I can agree with this as it will call more focus onto the battle's view rather than the points view.
again, you've lost me at "rather than"
