
Subject: Re: Pointfix poll. Bug or Balance?

Posted by [Spoony](#) on Mon, 28 Dec 2009 08:04:39 GMT

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Jellybe4n wrote on Sun, 27 December 2009 19:42: I've stayed out of this, I don't mind either way about the fix on our servers.

People harp on about logic, and maths. Thing is the game is highly illogical in its whole makeup. Trying to apply logic to the illogical is pointless in my eyes. What makes it fun is what counts, not what makes it logical. If people find it fun how it is, then that's what matters to them. Logic doesn't make the game fun for alot of people, no matter how much math and evidence you throw at them, however right it may be on paper, they simply like the game the way it is, they played it for this long, and they're happy with it.

I won't go on about it for pages on end, it's just my opinion.

We ran the fix for close to a year, I liked it, as I hate nubjetters. However the overwhelming opinion was to remove it at the time. People found the usual system more fun.

You can't tell people what they find fun, they tell you what's fun to them. No amount of maths, evidence, logic can change that.

there are two problems with this, as relating to the way the jelly community participated in the debates.

firstly, at the beginning of the debates, the only argument they put forward was "that's not a bug". that was literally the be-all and end-all of their case, the only thing they thought it necessary to say. it wasn't until that was overwhelmingly refuted that they completely changed their tune to "it doesn't matter if it's a bug"

stop and think about that for a moment.

it's like the anti-war movement at the beginning of the iraq war debate. the most common argument they put forward was: you can't invade iraq, as soon as you set foot across the border saddam will massacre our boys with WMDs. (there's no way i can be the only person who remembers this). now it's: we shouldn't have invaded because he never had WMDs, you should've listened to us!

when the anti-pointfix crowd thought they had the facts about whether it's a bug or not on their side, it was a debate-stopping argument in their eyes. as soon as it turned out they DIDN'T have the facts on their side, it became totally irrelevant.

secondly, you must have remembered the HUGE number of posts complaining about individual score from "pointwhores". the most obviously example is blybobb. if you remember, he said it was a GOOD thing that the wrong team won a lot of the time with the points bug, because it made the game "exhilarating". however, you may also remember he started a thread outraged at the fact someone on his team, who'd been helpfully hammering the shit out of the enemy base with an art, had a higher score than him. plenty of other people made similar whinges. again, they were trying to make "logical" points then, saying: he shouldn't have a higher score than me.

bottom line is, every time you see someone on the anti-pointsfix crowd say that things like "logic" and "balance" etc etc etc don't matter, you can usually go back a few months to a situation when they said it was absolutely crucial.

Altzan wroteThe game's makeup is very logical. That doesn't mean the game mechanics need to be nitpicked to death in the name of logical accuracy.
you don't need to "nitpick" the points system "to death" to see what an absolutely huge flaw there is, getting points for no reason. and please don't try to reduce the entire pro-pointsfix debate to "in the name of logical accuracy". sure it's more logical, it's also "in the name of" balance, fairness, making sense, being accessible to new players etc etc etc etc etc
