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Subject: Re: Suggest games

Posted by [GEORGE ZIMMER](#) on Thu, 31 Dec 2009 13:24:30 GMT

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Rocko wrote on Wed, 30 December 2009 15:48

if only MW2 had fencing in it

That, or the ability to attach chainsaw bayonets to your weapons. Atleast Gears of War had that... granted, that's totally a WH40k copy, but at this point, what HASN'T copied WH40k?

Dover wrote on Thu, 31 December 2009 01:38 I'm not resorting to anything, just pointing out what you're doing. The game is what it is. You might say it's overpowered, but who the hell are you? It won't conform to you, so either you can conform to it or you can shut the fuck up.

If there's a gun that can kill people in one fucking hit, you don't have to aim, and it has a splash radius... yes, it's overpowered. There's such a thing as imbalance in multiplayer vidyagames, believe it or not.

To put it into a perspective you'd understand, imagine if Carriers in StarCraft could instantly build all of their aircraft, cost 50 resources to build and no crystal or vespene, and had 2x the health they have now.

Should you then just have to conform to it? No, it should be patched, because that disrupts balance.

Yes, at times, people bitch about shit so it'd be easier for them (which I'm sure is what you're implying), but generally speaking, there's a point when something is too overpowered. And it's annoying, and makes it rather unenjoyable to play.

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