Subject: Re: Who is the best Renegade player(s) nowadays?
Posted by Starbuzzz on Tue, 16 Nov 2010 16:25:59 GMT
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I don't understand simpee (and many pointsbugs folks). When we talk about the core reasons as to why pointsbug is bad and give the solid reasons, there is nothing but silence. Then weeks or months later when the topic or issue is forgotten, we see them posting a totally one-sided statement like "yeah we do the hard work killing vehs and infantry and not get enough points!"

anyway, from my own experience as public flyer, it was pure greed that made me despise the pointsfix initially because I could no longer get mvp. I grew out of wanting the mvp and instead want a fairer system.

It all began in n00bstories wall-flying when I got an apache and hit the harv. I noticed I wasn't getting any points. I also attacked a full green health stolen light tank and noticed I wasn't getting any points. I logged on to the server because it was walls_flying and an easy mvp. Was so disappointed/angry that day. Eventually I got over my greed and I hope others follow suit.

The vain egotism you get especially from people who fly are incredible in this game. I was no exception once upon a time. Flying is obviously the most agile place to be in and means easy kills, best kill/death, and with pointsbug a guaranteed mvp even before the map has loaded! Just the other day on St0rm walls_flying, I joined late and met the most fucked up greedy retard 3OH!3 in a apache who was having 8000 points in a stalemate map lol and bragging about killing so many vehicles and infantry and how he was best playa. He claimed to have killed 75 vehicles and had about 40 kills. After less then 10 mins in a orca, I got 31 kills and stole his K/D and out of what is sheer greed, he began to call me names saying how I wasn't as good as him. He was so angry that he lost his k/d lol.

No wonder you find such fucked up selfish dimwits in a pointsbugged server. They are too busy playing for themselves and the green-health vehicle points bug gives them this false sense of skill when they would suck big time in a pointsfixed server. Where did their "skill" go in a pointsfixed server lmfao this shit is funny.

I have countless times "carried my team" by killing hordes of APCs filled with engis and techs and squished them before they can run into a buildings. I have killed countless vehicles and ambushed inumerable havocs and sneaking techs with a flying vehicle and I am quiet content with the points (and attention in the form of "fucking cheater" accusations lol) I am getting. And I hate to break it to everyone, it is one of the easiest things to do in the game and in noway does it come anywhere near "hard work" lol.

pointsbug lovers would rather play a game of attrition rather than a game where true progress (in the sense of building kills) is made because they can always come out with a MVP.

The greed is why we keep hearing about pointsfix vs pointsbug all the time over and over. If they are truly concerned about the gameplay imbalances that the pointsbug gives, they will look at the whole picture and make concessions.

Last week on Jelly AOW walls_fly, a newbie legea8 in a stolen flamer was in front of our base

shooting the flames. The entrance was c4'ed to hell. Only our PP remained and I think GDI had a few buildings left. Overall the GDI team killed the most buildings, had pointslead, and the timer was running out and they deserved to win. But everyone basically got soldiers and shot the flamer. We won by an absurd 6 points. If this is not showing the fucked up nature of pointsbug, I don't know what does. This is why it is incredibly important that the pointsbug is done away with because it directly affects the ladder points. Take a good look at the endgame screen:

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If I was on GDI, I would be quiet angry as it was a totally undeserved defeat and loss of ladder points to many. Not to mention that legea8 got the hell flamed out of him the next map. I bet he felt like shit and didn't even know why. How was he supposed to know this game has a fucking bug and that he was giving away a victory by simply being in front of the enemy base? This goes flying against those who say the pointsbug was intended lol. It doesn't even naturally occur to anyone that you can get points in a retarded way like that.
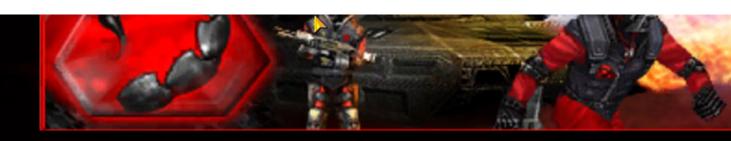
So when someone comes and tells that this is the system that they want to fight it, it simply shows a reckless greed and disregard for fairplay.

File Attachments
1) PointsbuggedWIN.jpg, downloaded 1036 times

MVP: WNxgstefan

Rank	Name	Score	Kills	Ladder
1	WNxgstefan	3239	4	91
2	Zedd	2492	10	75
3	chrisdwin	1566	4	62
4		600	3	20
5	mssam98	317	3	16
6	Dasjun	332	1	13
7	Kornelius	312	1	4
8	Mechanic8	134	0	1
9	Bladek4	89	2	0
10	Grille	88	3	0
11	Carger	62	2	0

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