
Subject: Re: The Avengers *Spoilers Maybe*
Posted by [Aircraftkiller](#) on Thu, 12 Jul 2012 22:07:05 GMT
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Speaking of that:

Quote:Raptor29aa
Posted Today, 12:30 PM

Suffers from Logic

Testers
1441 posts
Ingame Username:Raptor29a
Gender:Male
Location:Lake Arrowhead CA

Title: APB = Epic Win?

Earliar today I put together a list of things which I think make a game great... Here they are... and here is how I think APB meets them. And I'd like to discuss/share them and any details I am missing or areas/ideas for improvement in these specific points.

A:) Sense of purpose for new comers
Like all the best games I have played, new comers have a purpose/welcoming/calling.

Often I have heard new comers ask the famous question What do I do? So new comers to the APB are commonly told to harvest some ore, or go scout, or grab a tank. I have often heard some smart alacks replay "shoot soviets" or often I have heard no reply. There are times other times in the past where I have seen players donate money to a new comer and say, "grab and Medium Tank and follow me" or have actually bought a tank for a new comer to take into combat.

B:) Sense of possible Epic Win
Like all my favorite games, I am willing to keep playing if each time I get closer to Epic Win. I stop playing games I have no hope of Epic Win.

This one has been a classic discussion for many APB players. Are the soviets better than the allies or allies than soviets? Do some maps guarantee no hope? I am glad to say that APB has fixed most of these problems. Tech levels being the latest development stopping the infamous "Ranger and LT rushes" after the first Ore truck dump. (although some argue Supply Truck rushes fit the same purpose but offer equal opportunity).

C:) Sense that failure is recoverable
I like games that where my failure is ok, because it leaves room for improvement and the ability to

bounce back and still claim Epic Win. I stop playing what I like to call glass games... games to where I mess up once and that's it, game over, start over, you lose all. Simply because I find zero sum games boring after 15 min.

Will the loss of the War Factory = Game over? Will the loss of the Barracks = Game over? Will the Loss of the Refinery = Game over? Will the Loss of Helipad or Naval Yard = Game over?

As the years have passed I've seen Infantry gain and lose strength compared to tanks and the same with aircraft. I have see people complain about point/credit whoring, but then complain when the Ore truck becomes the main source of Income. I am happy to say that APB has almost every building at equal importance and that one tank doesn't tip the scales too much in the terms of Epic Fail/Epic Win gap. (Although my two suggestions for improvement is a viable economy outside of the Ore truck system [War Factory and Ore Refinery importance adjustment] and supply trucks being attached to barracks instead of War Factory [another War Factory importance adjustment]).

D:) Working together with Allies/friends increases the chance of Epic Win

My favorite games are those I can invite a friend to join in and we can both kick butt (Epic Win). I don't like games where the more friends you have the more they just "get in the way."

The Staff of A Path Beyond have held part D. In the highest esteem because it effects parts B and C. Team work can make a bounce back and an Epic Win more possible. APB staff have promoted team building ideas like talking/planning (in the past there was the first dump wait on average leading to 1 min of talking), donating (although starting credits replaced this and it has been turned off), rushes (which they still push to this day), Alt or Ctrl audio commands (which I do appreciate), and the turning off of friendly fire so that more players = greater chances of Epic Win.

Lastly E:) Sense of diversity increases chance of Epic Win

My favorite games are games that offer different opportunities for different skill sets. I hate games where one skill set = win. I feel it cheats/robes me of potential creativity. I dislike games where only snipers are successful, or only tanks can win, or only ___unit can achieve victory. When I play games like this I react with "this game isn't for me."

The Staff of APB have worked hard on making each unit different and making each side different. High accuracy units (tanyas) can be just as important as low accuracy units (Captains). High damage tanks (V2s) are just as important as low damage tanks (HTs). Where surprise units (PT and TT) can be as important as slow hitters (Med and Mammoth). APB has many "Niche" units and I hope each units importance/diversity increases over time. (Like how they beefed up the grenadier to where it is enjoyable to play)

Now I know I haven't covered everything. So I am opening my findings to the public for discussion. I guess this is an "I appreciate APB essay." Yet I'd rather like to think of it as, this is what works ok, how can we make it better. Please stick to the five points posted above. Thanks.

Quote:So when you dipshits ascribe the word "epic" to banal things like the new Tron poster (not even the entire movie, just the poster), and children's games like "duck duck goose," you cheapen the word and water it down so it just becomes a sound you make, like a grunt when you approve of something. And it's not just used for approval, it's also used to describe minor disappointments, like having to restart a DVD because it skipped. Now every minor inconvenience is an "EPIC FAIL." And if it's cool, it's not just cool but an "EPIC WIN."

Someone please tell that Raptor29a guy to take his head out of his rectum. Thanks!
