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Subject: Re: Fixing... Points?

Posted by [Chuck Norris](#) on Mon, 08 Sep 2008 09:12:19 GMT

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skunk, let me say I sort of understand where you're coming from, having once thought the points fix makes the game less fun, but I have to agree that your points aren't really valid from an argument point of view. It does make it more competitive because less people are "fooling around", but it's still fun. Back then, if you were even half skilled in a vehicle, you would dominate because everyone else fooled around and not many people competitively played, but now, everyone competes because the bug is gone, so what you're seeing now is the game the way it was intended to be from the start, but due to bad coding/time limits/the Westwood liquidation, it never got fixed. It's still fun, more fun once you see the balance is fixed, but the game is just being played as it supposed to be.

I think you have to look at it this way for it to make most sense. Take points OUT OF THE PICTURE ENTIRELY for just one second. Now, that leaves the option that you win by base destruction. Winning by points is the FALLBACK, not the ALTERNATIVE. That's how you have to look at this game for it to make sense. Westwood never intended points as a prime way to win with disproportionate points being given to those who do, in literal senses, nothing. Points never had ANYTHING to do with Command & Conquer games and victory. It's just a fallback in case the time runs out (if it isn't a marathon). They never intended it to be a way to be attempted to win. It's just like this to the game's mind. "Okay, the time has run out and neither team lost it's entire base, and this team has more points, so I assume they did better overall, and thus win." However, if one team really does better and the other just uses the points bugs to get more points, the game incorrectly gives the worse team the win. THAT'S NOT FUN NOR HOW IT IS SUPPOSED TO BE. Because of this bug, too many people actually made winning by points more possible as an alternative by exploiting this bug in the system. It's not the intended way to win. Westwood would not make it a "strategy" to snipe tanks for no damage and win the game the way. Infantry do stand a chance against tanks. It's called PIC Sydney, Mobius, Raveshaw, Mendoza, rockets, etc. Snipers are good for light armor vehicles too, which brings me to the point you mentioned about alot of servers halving their damage to lightly armored vehicles. THAT part IS completely stupid, and I agree with you there, it destroys balance (those servers might as well at least halve their cost to make it half fair then), BUT, that is not a part of the points fix. That's a separate individual change. The points fix itself just fixes a logical error, and the only reason you could possibly be complaining is because you were exploiting this bug at times. The only reason people complain about these fixes is because they like using these exploits, but in the long run, they've damaged the balance and gameplay. The fact that people think this is how it was meant to be or how it should be just proves it. This and the PT bug just need stamped out of existence entirely.

Edit: As for snipers, the way I see it is, they're in the game for two reasons, and neither is huge. Snipers aren't really the be all they sort of are (due to the bug in the points system). Snipers never traditionally had a big part in Command & Conquer at all. The first is, shooting games have snipers alot of the times, and it is fun, either versus other snipers or infantry. The second is they can take out other infantry (i.e., actually help their team's cause by taking down a fighter or support class character helping the other team rather than another sniper). They already are THE anti-air units, lethal to infantry, have an extremely long range, and damage lightly armored vehicles pretty good, again, at long range. The only thing they lack is damage to buildings and heavy armor vehicles. If they can amass huge points off of the tanks, WHAT WEAKNESS DO

THEY HAVE? Don't say that they can't damage buildings because that's negated when you can just pick on tanks and get free points. They were never meant to fight tanks and win, thus do no damage, so should be awarded no "count" of winning in that scenario, but again, when the game incorrectly gives you so many points as though you won it when you did not, it counts towards your overall team points incorrectly, which can obviously, in a BS way, affect the outcome of a game.

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