
Subject: Re: The Pointsfix and the Game Listings
Posted by [tanzying](#) on Wed, 04 Nov 2009 11:46:25 GMT
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reborn wrote on Wed, 04 November 2009 03:00

My interpretation of what he has been saying can be summarised as the following:
It doesn't matter that you're right (and you are right), and you've proved your point. They're the guys with the upper hand, so try not to piss them off. What would you prefer, acknowledgement that you're right, or the actual nicknames?

This is correct.

reborn wrote on Wed, 04 November 2009 03:00

However, tanzying seems to be saying this because he believes that if you change tactics now, there is a chance you'll get the nicks. I seriously doubt this, and I think that tanzying is either naive to believe that, or just really hopeful.

This is also correct. I realise that both my scenarios in which the a00 nicks end up being given up, specifically outcomes 3 and 4, require large amounts of faith/naivete/wishful thinking to believe in. I state my preference for outcome 3 because I have much greater faith in Spooky's capabilities to rebuild relationships if he tries than in the Jelly community, the majority of whom seem content to hurl attack after attack at him (Raven is a very pleasant exception). Of course, Spooky has also been returning counterattack after counterattack, but I have a feeling that if a reconciliation does happen, Spooky will have been the one that started it off. He is already capable of impeccable logic. Why shouldn't I believe in him more?

reborn wrote on Wed, 04 November 2009 03:00 Having said this, tanzying has not realised that there is a 5th option, or cared not to mention it.

This is the option of brute force. Reborn is right that this outcome would be the final nail in the coffin of Renegade community relationships. I don't want to steer matters onto a path so severely detrimental to all involved. But I will acknowledge this possibility and echo Reborn's praise for the restraint of the powers-that-be.

reborn wrote on Wed, 04 November 2009 03:00 While getting both should not be too much to ask for

I wholeheartedly agree with this as well.

I am going to be clear on my motives for entering this discussion.

I care for the Renegade community a little. I think it would be nice if the community became better. I like Spooky's idea of giving control of the a00 names to an impartial authority, who then decides how to distribute them while maintaining transparency in the process. To me, Spooky's proposition makes perfect logical sense.

I have not read the pointsfix debates, so I can't yet make a final judgement on it. But I do know

that I don't really like the old point system, and I have a hunch that the pointsfix is something that I will strongly favour once I know more about its details.

I think Spooky has come up with great ideas which will benefit the community if implemented. He is capable of solid logic and has the tenacity to push his causes. He could do the community a whole lot of good.

Why don't his causes succeed, then? Because of his 'brutal honesty'. Because of the way he doesn't care whether he steps on any toes, just so long as his logic is sound. To be fair, it is also because a large amount of people have a invalid prejudice against his person. But the first two factors, if not the direct cause of the last one, are certainly very much involved.

It gets to the point where every cause Spooky is publicly affiliated with suffers for it, because whenever he tries to advocate one, a group of people hell-bent on opposing him show up and use inappropriate tactics to stall discussion. I don't have a problem with people thinking Spooky is terrible, as that's their own opinion, but how is it in any way related to whether Jelly should or should not give up the names?

I do not think people should be using such inappropriate tactics. But I know that such people will always be around, and nothing I or anyone else can do will make them go away. Spooky telling them that it is 'entirely their fault' certainly won't make them disappear out of embarrassment.

The presence of such people is an inherent constraint in the Renegade community (in fact, in most communities). The reason I'm posting all this is that I hope I will be able to persuade Spooky into working around this constraint rather than spend all day lambasting its existence, considering it beneath his notice, and believing it should and will go away by itself. I hope that Spooky will be able to initiate negotiations rather than confrontations in the future by ditching his undoubtedly civilized but still incredibly acidic manner of responding to his opponents.

I feel a need here to re-emphasize that I don't think Spooky's personal style of argument is wrong, and therefore he cannot/shouldn't use it. I think Spooky's style is ineffective given the current community climate, and everyone would be better off if he didn't use it.

As I said before, I believe Spooky can truly do some good for renegade. I'm posting in the hopes that he will realise a better way to do it.