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Subject: Re: Pointfix poll. Bug or Balance?

Posted by [Jellybe4n](#) on Mon, 28 Dec 2009 12:20:40 GMT

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pawkyfox wrote on Mon, 28 December 2009 00:18Jellybe4n wrote on Sun, 27 December 2009 19:42People harp on about logic, and maths. Thing is the game is highly illogical in its whole makeup. Trying to apply logic to the illogical is pointless in my eyes.

I know these are your opinions mate but I duuno about those Jelly...!

If the game was illogical, then City Fly will have no buildings and you join and spawn under the bridge and get in one of the many free vehicles parked there on the highway and just drive around in circles and shoot the tiberium drums under the bridge to see neat green explosions! A neat illogical system that doesn't need logic applied to it!

But instead we have balanced factions in Nod and GDI, different maps with different tactics to apply to them, a credit based economic system that is tied to tiberium harvesting, classes of infantry with specific costs and uses, assorted vehicles with distinct firepower for unique purposes, and buildings that serve highly specialized roles within a base = ALL of these game features are tied to a mode called Command & Conquer Mode in which 2 teams try to coordinate themselves to destroy each other and win each round by basekill, points, or ped beacon. So the game is highly logical in "its whole makeup" with many complex factors. So the point about trying to apply logic to the illogical doesn't seem to stand.

Four headshots to kill someone? Run over 5 proxy mines to kill someone? That's the kind of logic I am talking about.

And what you did is exactly what I'm talking about, throw out some info that may well be spot on, but it isn't what made the game fun for 8 years.

Some people love the game the way it is.

I appreciate you trying to over analyze my post though, it shows how hard people are trying to push the idea down peoples throat.

For the record I never wanted to remove the fix, so you're preaching to the converted here, you can't win or lose the argument over the fix with me.

My point is you can't tell people what to like, no matter how many facts and statistics you throw at them, they like it the way it is.

When people go out to buy a car, they look at the figures for alot of cars, but they don't all settle on the same ones people like different things. No matter how much buying one car makes much more sense than the others, people don't always choose the same thing.

Like I said, you can't tell people what they like.

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