

## Nerf of buff?

Most- if not all- of the time when weapons are made less powerful or buffed, there will be debates. This is a common thing, which everyone can expect. Altering the specifications of the weapons can no doubt do a group of people good, but it can also negatively affect others – we have to recognize this fact.

However, some players have aggressively objected to the modification of the firepower of some weapons – to the extent that the community rules and regulations were violated. Some of these players would undoubtedly have been dealt with by the relevant administrators involved, but the root of the cause of objections – the failure to comprehend the modifications of guns' firepower – may still remain, suppressed similar to a time bomb that will blow up in a matter of time.

Everyone should acknowledge and consider some of the arguments taken up by those opposing the change. It can then be clearly made known to the latter the reasons for the change. As much as administrators or players attempt to seek the understanding and acceptance of the opposition on the alteration, there will definitely bound to have hard-bent players insistent on their contrasting objections.

But, on the part of players, we have to understand that in every change, there will definitely be compromises that will have to be made. On the other hand, the administrators ought not to ignore the opposition, hoping that they will fade after a while. This is no sustainable way of handing contradicting perspectives.

Does that mean that administrators should submit to every opposition?  
No!

Instead, administrators can understand these players' reasons can consider making minor compromises – such that both the latter and the former can reach a consensus. For example, if a weapon launched is too powerful and it is giving its users too much an edge over the others and causing an endless list of complaints, relevant administrators can consider lowering the firepower of the weapon. Then the problem of overpricing may be surfaced by consumers, so perhaps the administrators can reduce the price of the item accordingly can make up to those who have purchased the weapons with melees or unlimited revive. This will ensure the best of both worlds.

It can be hard to accept the change for some, as players. But it does not warrant any of us the right to flout the rules.

It is not wrong to voice opinions that contradict, nor is it wrong to request for readjustment of the firepower of weapons modified. This can be done through the forum, a platform for players to influence decisions.

Before opposing any change, players may want to and is advised to consider if their intentions are egoistically driven. Do you object the reduction of firepower of a particular weapons because you want to overly exploit the weapon for personal gains?

Everyone wants to have an advantage over the others when they purchase a weapon – we all must accept this fact. And it is not wrong to have such an intention, as a consumer. But, when does it become a selfish edge? It is when a player enjoys too much a benefit over what she or he has paid for, or when the benefit incapacitates others as no amount of skill is able to surmount the lethal potential of weapon. This will definitely not be justifiable nor should it be allowed as it would heavy put others at a disadvantage, which they do not necessarily deserve.

This is why administrators nerf weapons to facilitate a more fair-playing and skill-based environment. You would not want a player to earn thousands of spar wins everyday almost effortlessly because of the capability of his weapon, would you?

Hence, while some players may have pointed some validated reasons when they oppose a change, selfish opposition should not be encouraged and players have to eliminate this from their list of reasons.

This does not necessarily mean that players will have to suffer if their objections are futile. In fact, they can still convert their disadvantage into an advantage. What?

Put simply, players should make do with what they have and work on what can be changed by one instead. They can work on their skills.

Skills? Does it ever exist in a virtual game that are controlled by merely fingers? And what kind of skills?

Actually, it does.

Highly skilled players will be very accurate at predicting their opponent's next move, and they are also armed with strategies that they can effectively use against their competitors. The development of such know-hows does not come natural, but rather, from the experience and practice the players accumulated overtime.

That is why some of the players consistently top the charts in the spar scoreboard, to list an instance. Players need not have to request to have a weapon made weaker, they can adapt to do better. That is also precisely why some players are able to win others in a spar match despite having a gun that does low damage as contrasted to that of their opponents.

Clearly, winning is not all about guns, skills play a heavier role in this aspect.

It must be recognized that many players still harbor the mindset that a gun that deals low damage will never allow a player to get a high number of kills. I beg to differ.

In my opinion, every weapon has the potential to kill and allow a player to accumulate a high number of kills. However, different weapons have differing potentials, and it is up to the player to maximize their weapon's potential. A gun of a lower lethal potential will probably take a longer time to kill, but it will definitely be able to accumulate a high number of kills or wins so long as one continues to utilize it effectively.

So, to nerf or buff?

The answer to the question depends on how players interpret the existence of a weapon, and its impacts. There are always consequences of firearms that have yet to be discovered. As such, the need of appositely lowering or increasing the firepower of weapons cannot be dismissed in time to come.

Neither should players demand nor expect weapons to be nerfed or buffed due to their lack of adaptability and competency, which makes them feel that the weapon is too powerful or too weak when it may not be so in actual fact.

We players ought to learn how to change ourselves first before demanding the change of external factors – which we may not necessarily have the control over.

-LYK

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