

Say NO to No Kiss

I can't believe you vermin (I can say that, right?) are forcing me to write this out and ruin my streak of being entirely unhelpful, but someone has to do it and the only other person who would normally do it is the mastermind behind the forces of darkness so I guess I'm a content creator again. As punishment, a number of you will be subjected to additional criticisms, since I am now irate and I find flaming incredibly therapeutic.

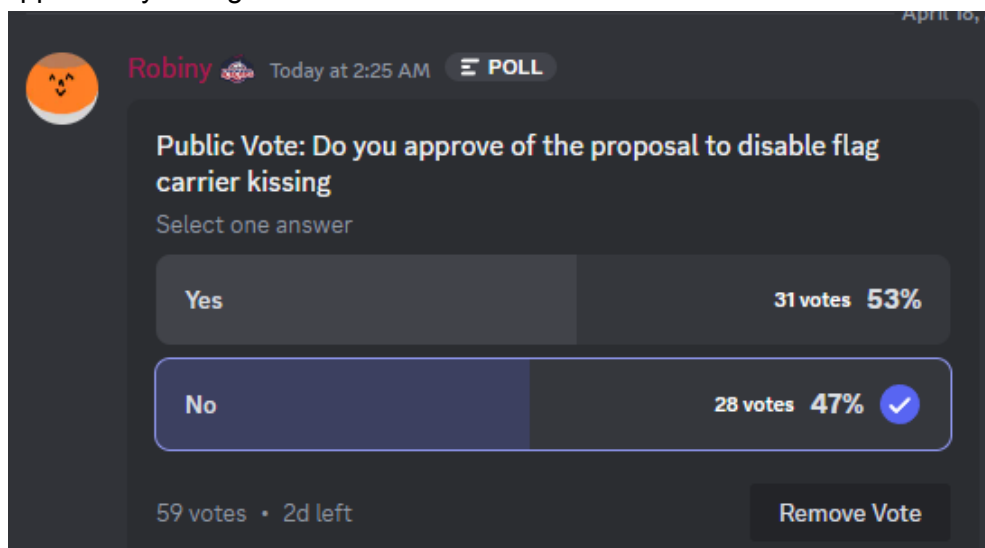
Why No Kiss is Bad ™:

1. Removes having to think about kissing: Understanding which team has the initiative and is able to get reset or some other type of advantage is a skill that many players lack, even at the majors level. Generally, removing layers of decision making complexity from games lowers the skill ceiling.
2. Open field chasing with both flags out is largely the same: Most of the time if both flags are out, there will be 1-2 people on each team chasing the fc depending on regrab/anti, and if both fcs are on top of each other, it's just going to end up with both fcs dying in a giant pile-up of players like we're back in U6 recreational soccer and everyone is just kicking each other in the shins in one big huddle around the ball.
3. Only one team has the flag out: This is where the change is actually highly impactful and the reason okthen desperately wants to see no kiss implemented. No kiss removes a significant amount of power from a player on O/D to save caps by sneaking a grab out for a kiss. Elite O players will have a low TC defense by nature, so they will be frequently stymied on their capping opportunities by their weaker defenders letting the other team sneak grabs out when they are past 2 or 3. Okthen simply wants to be allowed to pin the other fc down and do his defenders' jobs so he can cover for their inadequacies more easily. Basically, he is shifting a portion of individual agency away from defenders and on to the flag carrier. While this isn't inherently an erroneous direction to move a game's meta in a vacuum, defenders already have significantly less agency than offenders do in Tagpro. The current meta of map options heavily favor easy outs with bases oversaturated with grabbing elements, the game revolves around the flag carrier as the only way to actually earn points is to cap, competent offenders will always have tempo on defenders by the architecture of the game, and having one elite offender is more efficacious than one elite defender.
4. This one is kind of a meme but it literally doesn't make logical sense in the TagPro universe for flag carriers to die to everything in the game except suddenly if someone else holding a flag touches them they're totally safe. I won't stand by and watch as the rich and immersive lore is ruined; write a canon backstory that explains how this is feasible before it's even remotely close to being integrated into competitive play.

Addressing things ‘people’ have said in defense of adding No Kiss:

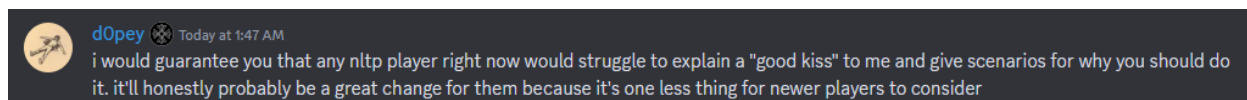
“Everyone likes to complain and resist changes”

In general, if a large enough group of people is sampled about an opinion, there will always be a small subset of people that complain or are against some idea/change/item. While this is true, about half of the players polled responded that they were against the implementation, indicative that there is significant push back against No Kiss, far beyond the vocal minority that would oppose any change no matter what.



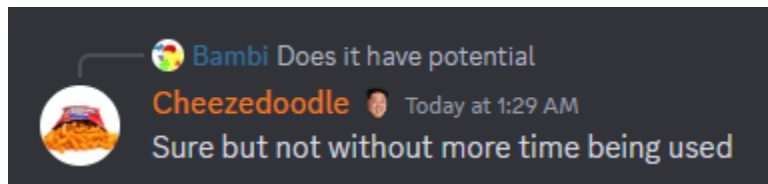
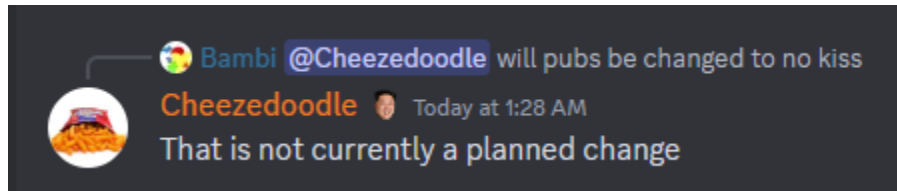
In other games, there is usually a higher standard of approval for implementing non trivial changes to fundamental gameplay. OSRS notably polls the community for doing literally anything and 75% approval had been the standard threshold for adding content for years (until it was recently reduced to 70%). It would be difficult to ethically advocate for a supermajority threshold below 67% to implement changes into majors in general, and especially not when the change is not available in the base game pubs or in TPM and many players have not had the opportunity to experience it at all.

“Makes the game easier”



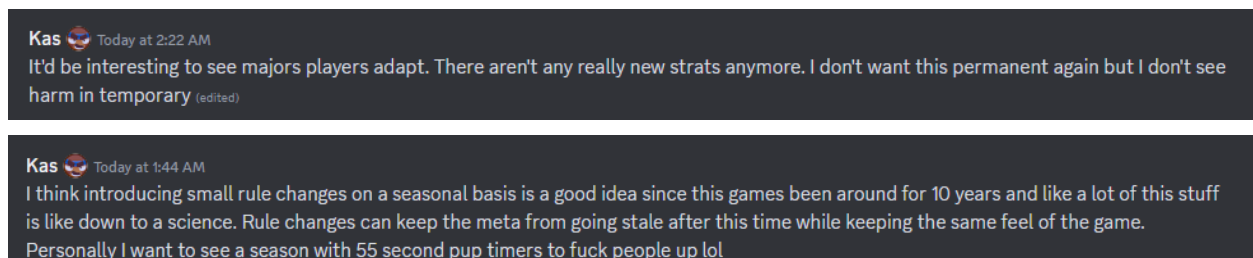
I can't believe I have to address this to be quite honest but here we are. Dope, a player in favor of no kiss, admits that he believes it simplifies the game. At the majors level, we should not be striving to simplify the game, it is already simple enough, despite it being somehow still too difficult for most majors players to grasp, let alone execute on. Even if one believed it would be a beneficial change for a novice player, that doesn't give any support for adding it to the higher tiers of play.

"We must preserve the sanctity of pubs but not majors"



Apparently it's too risky to add the no kiss option as a test in public games, but it is completely feasible to just slap it into majors randomly with no polling and very little testing with mixed feedback. Do you hear yourself? There's no way this is real, I know you guys just posted this troll announcement to generate discussion.

"Game is too stale"

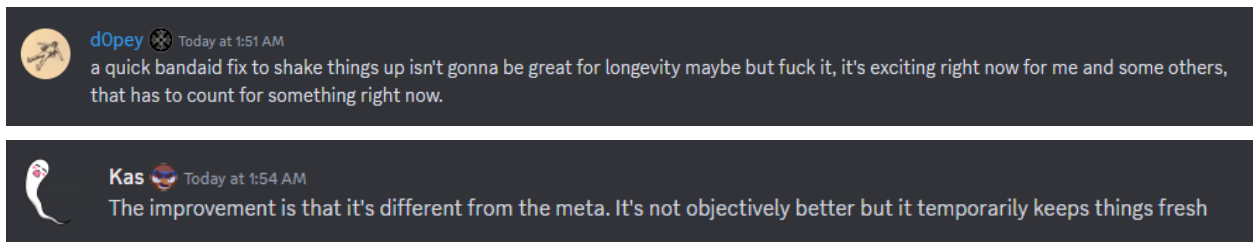


This sort of ties in with the below point, but it's really funny to me that every single person (except for okthen and he is only saying it to push for changes) I've seen complaining that the game is stale and no new strategies are ever invented doesn't have the basics down yet. Even the S queue players in TPM are not playing the game correctly yet, and actual elite players are always improving their understanding, so it's weird to me that players far below this level with a tremendous capacity for growth find the game stale.

On top of this, the MLTP meta has shifted fairly significantly over the seasons and I guess a lot of people forgot or never realized this. I won't name them all but we've seen regrab, anti,

turtling, pup indicators, rolling bomb buff, map changes, game length shortened, map pick/ban for playoffs just to mention a few and I think all of these were relatively well received except for game length shortened and turtling, which were controversial and I think a decent number of people are still against both. Is turtling legal in MLTP right now? I honestly lost track. The main point is that the meta parameters and the game setting hyperparameters have both changed over the years and often the changes are well received and in fact the elite players have been clamoring for other changes to be implemented that have been shunted to the side in favor of no kiss for some reason.

“I am bored”

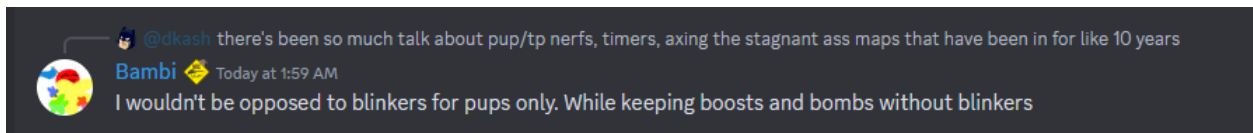


If you are bored of the game, simply go do something else. It is normal to enjoy a game for a while and then take a break from it and come back later. There's a reason we don't have a singular video game that the entire planet tries to optimize into the Best Game. Different games will and should fulfill different individual wants. Adding things to the game that people don't want just because you want to feel something makes no sense. Besides, no kiss has been available to try out in tournaments and pugs, why force such a polarizing change into MLTP all of a sudden? You're probably bored because you hit a plateau in your understanding of macro and you just do the same wrong things on every map forever and don't make an effort to improve. And if that's your choice, that's a totally valid way to experience the game (that's how I like to enjoy CSGO and several other games) but it doesn't mean the top league needs to accommodate an adrenaline junkie mindset.

“The magnitude of the change is small, especially compared to nerfing Tagpro”

Ignoring the fact that it isn't actually a small change since it fundamentally changes a base gameplay mechanic, it is okay to implement changes that are large in magnitude, like the rolling bomb rework. People who are against adding no kiss are primarily taking umbrage with the sign of the change vector, not the magnitude.

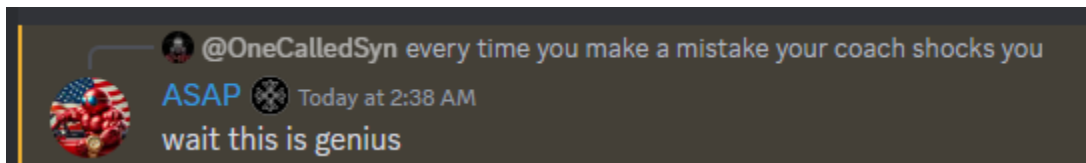
This isn't even related to no kiss but I was forced to read this eyesore in the middle of the discussion. I'm just going to point out that eliminating keeping track of powerup times removes another dimension of skill from the game and should never be considered. League of Legends became significantly worse after adding timers to the game if you need an example of a time it was a tremendous failure..



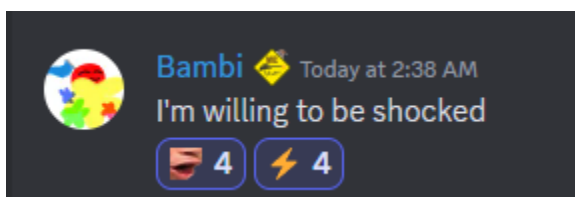
Actual Good Ideas

I know some of you swine bags were just itching to say 'but Syn you are just complaining and have added nothing yourself' (thanks for your constructive input while being completely useless in and out of game btw). I will now deprive you of the pleasure of saying that.

Coaching Strategies



Players have to wear shock collars and receive moderate electrical stimulation to discourage blunders. This will drastically propel the career trajectory of many novice league players, and some have already agreed to participate, eager for a taste at the big leagues (and maybe also for fetish reasons...)



Tagpros are broken

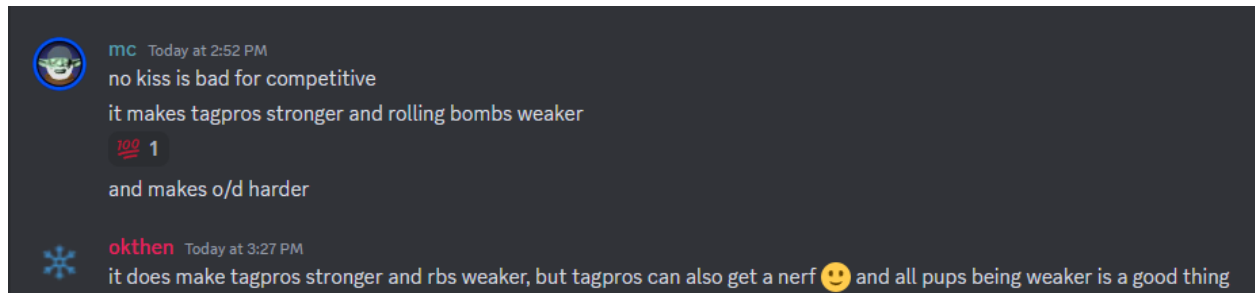
Holy FUCK guys it's actually unreal this hasn't been changed yet. Yes, I know the game is called TagPro but this powerup is so insanely overpowered it's not even funny. A lot of people get their panties in a bunch when you talk about nerfing TP, but it is easily the most necessary change at the moment. And noticeably, it's one that the elite players want and agree on and until the insane imbalance in powerups is addressed our panties will be bunched instead. For way too long, rolling bombs were almost completely useless, juke juice was solid, and then a Tagpro was like 10x better than both of them. Devs actually managed to implement a fundamental

change in how rolling bombs work to bring it more in line with how strong a powerup should be (I actually think it's too strong now but I'll leave that for another time). So now juke juice is the worst and probably appropriately powered, rolling bomb is stronger, but Tagpro is just too over the top. Part of the problem is that a TP becomes more valuable as the skill of the players in the game increases, so it is tricky to balance. We can circumvent this issue by having the devs implement a change that allows us to select the duration each powerup lasts. Maybe 20 seconds is more acceptable for a novice league, but the duration for majors should honestly probably be somewhere around 10-12 seconds, rolling bomb 15-17, and juke juice ~20 if we wanted to make them equally powerful without changing the mechanics. The exact numbers don't really matter here, but rather pushing to implement the option so experimentation can be done. I think the overwhelming majority of elite players would be relatively happier if TP duration went to 15 seconds and everything else stayed the same compared to the status quo. I don't know why this still isn't in the game, maybe devs don't think it has enough traction but here is a post for visibility, we want this really badly please help! Balancing the powerups helps remove the luck factor currently baked into the powerup spawn system; powerup indicators were a step in the right direction but there remains work to be done there.

Powerups should be weaker in general (okthen agrees)

Literally almost the entire game revolves around them now, it's kind of boring and detracts from the base gameplay in my opinion, which I think other good players will support. It is not uncommon for most if not all players to abandon O and D 5-10 seconds before powerups spawn to go for on each other at the powerup spawns, and then the powerups last 20 seconds after you get them, and then both flags get out from powerups being strong, and then the flag carriers just hold until the next round of powerups and the cycle repeats. We're supposed to be playing capture the flag, not grab the powerups.

Almost all other games have powerups spawn at less frequent intervals or have no powerups and bake differing abilities into classes/champions/characters/heroes/whatever and balance those with cooldowns and resource management principles. As a general rule of thumb, the greater the influence a powerup or ability has, the less likely it should spawn, through some combination of temporal considerations and prerequisites for having it able to appear. For how strong the powerups are and how long their durations are, they spawn too frequently and with no prerequisite condition for appearing. I genuinely believe that this centralization on powerups has been a huge crutch for a lot of players that prevents them from getting better at grabbing because they know they can just afk and wait for powerup assistance.



Conclusion

There's a ton more I could talk about in the context of changing powerups, including more drastic changes like removing the green shirt entirely or even removing all powerups (ran a successful tournament with no powerups once before) but really the main point is that it is unwise to force no kiss into MLTP on short notice when many players do not want it and find it unnecessary. It's also a big slap in the face to get this put in over the stuff we wanted changed for ages. We should continue testing no kiss with an open mind and push for the much more important changes to be implemented instead that actually resolve core issues with the gameplay as acknowledged by the majority of top players. It would be difficult to express my final sentiment more succinctly than this:

