
Subject: Think POINTs, without POINT WHORING
Posted by [Gizbotvas](#) on Mon, 07 Apr 2003 23:07:06 GMT
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You know how many points a stealth tank or an orca gives off? Each bullet from a free character gives big points. Now, if the orca kills the minigunner, he gets...oh one point.

If your team is down on points, get free charcters and shoot at expensive equipment. A grenadier makes big points against a building, a minigunner gets rich shooting at Stanks, and DONT BUY A 1000 CREDIT SNIPER just to shoot at choppers if your team is down in points (the sniper gives the other team 100 points).

For example. If I need money on HOURGLASS, I get a flamethrower or grenadier and hunt snipers in the tunnels. The free guys dont last long, but they aren't supposed to. Flame up a Havoc for a few seconds, and get 50 points, he kills you- thats right- he gets one point.

Don't always get the most expensive character or mech because you can afford it. If you are behind in points, play smarter, use free or inexpensive units that do not give up points.
