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Subject: Re: Suggestion for the forums

Posted by [i0ncl0ud9](#) on Fri, 16 Feb 2007 18:28:23 GMT

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Crimson wrote on Fri, 16 February 2007 04:47: Increasing the points for tanks encourages camping because while you are camping, you are destroying tanks... duh. Furthermore, the suggestion ALSO included reducing the amount of points for hitting a building so what would happen is no one would hit buildings and every map would be a tank battle for points. We already tried this in the beta and it wasn't fun.

Once again, a simple change in the mind of the person playing the game would easily fix this problem... For example, lets say that on field, gdi is camping... How are they going to get points? The only way with my point system that they would really be able to get points is by doing damage to a tank that had moved up. Since the base entrances are not exactly huge, Gdi would only be able to have at most 3 meds maybe hitting the people in the field, when there would like be almost 7 tanks in the field moved up on the gdi base. 7 tanks hitting 3 tanks will give more points than 3 tanks hitting 7 tanks... If they continue to hit the building because they are too unskilled to hit a moving object then they deserve to lose. How are tank battles in the field less fun than hitting buildings... are you serious? People would still hit buildings and eventually they would learn to adjust to hit the tanks when they showed themselves...

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