
Subject: Re: Public announcement: Points Bug Fix
Posted by [Carrierll](#) on Tue, 25 Sep 2007 20:43:50 GMT
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They don't intend to be useless. What the game tells them via thier disproportionately high score is that they're being helpful, when in reality they aren't.

With the fix, they will notice their score isn't going up and do one of these things:

Ask why "My score isn't going up" - (To which the reply should be something like "Try using an engi or a nader / flamethrower to attack the harv" or similar - the number of stupid, rude replies to newbs probably put as many people off this game as the number who currently play it... I'm digressing)

Look at what they can buy, and realise (through common sense, or just a simple knowledge that "Rockets > Tanks"), then buy a rocket soldier, and do something useful (Attack the harvester, which gives your team points and potentially limits the other side's credits)

Think the game is broken and quit. (lol)

Trust me, they will try something different. Everyone knows that the aim of just about every game is to make points. If they don't make points one way, they'll try another. If they cannot work it out, they will look at what other people are doing, or ask. Only a very sad pointwhoring individual would actually leave. Yes, some people would just snipe all day. Is that any different from now? No, except now, the snipers (tank snipers) don't make the score stupidly unfair.

Or maybe even... READ THE DAMN MANUAL, or try the "multiplayer practice" element before trying online. I did, who else did?

Anyway... I play on Jelly AOW1, and I noticed no difference to my typical end-of-game scores - Why? because I always used tanks and techs/hotties, because I knew that it was pointless to use havocs/saks on tanks, because I wasn't REALLY HELPING, sure I was making points (Which a newcomer would percieve as useful) but I sure as hell wasn't making that med explode...

I have also seen (before this fix) games on Jelly AOW1 have thier otherwise certain (read - fair) outcome changed by this stupid bug. (Field - GDI lost everything save rax. Ten people buy havocs and tank snipes. Nod can't get the rax down, but every attempt gives too many points away. GDI win by high score, when they were, theoretically, the worse team for losing all those structures.) I've been on both sides of this exploit, and I didn't enjoy being on the noobjetting team (I was using a PIC, you wouldn't catch me with a havoc, unless Nod have lots of arties at a distance) and I didn't enjoy being on the team that worked together, soundly beat our opponent up, and then lose due to an exploit and a timer that is just too short.

The point of the last paragraph is, using this bug to win is not restricted to clanwars, by a long way.
