
Subject: Re: in regard to the points fix
Posted by [Crimson](#) on Sat, 19 Jul 2008 12:55:15 GMT
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I wholeheartedly agree with the points fix. I find the game MUCH more enjoyable now (when I actually get a chance to play Renegade).

As a former beta tester, I can easily explain why this wasn't discovered. We weren't playing the game like retards and ramjetting the harvester for insane points. The beta test wasn't enough time to notice the the subtle affects that came about with years of playing.

I can't tell you how frustrating it was to be Nod on Islands, have the WF and the Ref dead, and STILL FUCKING LOSE! Or to listen to my teammates screaming "LET THE WF DIE" on Field and then WINNING! I respect that some of you seem to think that makes the game fun, but I just simply don't think it's fun to have a shitty team that loses two buildings and somehow manages to win. It's so much more fulfilling to EARN the win. Period.

The sad thing is that most of you who are against it are that way simply because you don't have a pathetic and stupid way to get credits when you lose the ref. Yet somehow you are OK with not being able to upgrade your infantry without a barracks or not being able to get a vehicle without a WF.

I find your lack of logic disturbing.
