
Subject: Re: in regard to the points fix
Posted by [Starbuzz](#) on Sat, 19 Jul 2008 14:20:05 GMT
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I can fully understand Crimson's view though...just came from a game on Islands...I was Nod.

- GDI destroys AS
- Nod (me) take out WF
- GDI destroys HON

I had my Light tank left. Try as I might, I could not attack any other GDI buildings unless I was willing to lose by points to a stupid moron Havoc who was ramjetting my light tank. At that point I thought I can still attack their 2 remaining structures; I attacked their Ref and their Barr but I got 2 ramjetters on me instead shooting round after round. I press Tab to see the points and I am like "Crap...let's get the heck out of here..."

I had to back off into my base to defend Ref. We lost ofcourse but after the game, I was left feeling a very frustrated mood because I could have killed Ref/Barr.

If the pointsfix was on, I am sure it would have been my Light vs PICS...NOT silly Havocs.

I hid the nick cuz this is my fun nick. Please understand.

Crimson wrote on Sat, 19 July 2008 08:43So long as you're willing to sacrifice being on the ladder with all the prizes I got in a box from EA and promotions we will be doing, then having the option to keep a bug in the game is something that we can probably consider.

Even if I think anyone who wants to keep a bug in the game is mentally ill.

Can you please elaborate more on these prizes? (!)...so top players in the ladder get prizes? I never knew that!