
Subject: Re: Points fix topic

Posted by [liquidv2](#) on Tue, 22 Jul 2008 03:15:31 GMT

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Quote:IT DOES NOT MAKE SENSE, really, as you can still "win" a game with doing no damage to attacking vehicles. I mean, soldier & engi VS tank, engi doing more damage with C4 (thus with this idea, getting more points) soldier, being utterly useless against tanks, gets fewer points BUT GETS MORE CREDITS TO DO OTHER USELESS STUFF LIKE SBH WHORING....

you completely misunderstood me

i'm saying it makes sense because the people arguing that the points are all off will be satisfied and the people who felt not enough credits were gained can be happy; it makes sense

Quote:Something that would make sense:

Changing the point credits ratio. This way, if you deal 100 damage to a med with a remote, you'll get 10 points, but for example 100 credits.

so 10 credits per point earned? that sounds off to me; your artillery has to hit a building two times to earn a little over credits

i'm liking the compromise idea that was raised