

---

Subject: Re: Fixing... Points?

Posted by [StealthEye](#) on Sat, 16 Aug 2008 02:01:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Played normally, it indeed has little effect. However it can be exploited easily to gain credits quickly, which is nonsense. If you were supposed to be able to get credits in such a cheap way, surely they would have made the ref give out more credits per second.

But indeed, it's not worth 9 pages of nonsense. I'm pretty sure noone would have noticed the points fix if they were not told about it, as long as they did not abuse it by shooting the harv with a soldier/sniper to get credits&points quickly.

The reason we started a poll about the PT issue and not about the points fix is because we think the PT issue has a much bigger impact on the gameplay. The points fix has far less, which is why people were asked to give valid reasons not to have it. The topic resulted in little valid reasons, the only thing that was slightly valid was that it would be harder to get credits in marathon games when the ref died. We proposed nonbuggy solutions to that but the only response was that TT was supposed to just recreate the points bug. No cooperation whatsoever and no clear reasons why the bug should stay resulted in us deciding making it mandatory, and ongoing insists about wanting it finally got us to make a nonofficial hack to recreate the bug once the beta was done. It's clearly different from the PT bug that does without doubt influence the gameplay significantly (I don't think anyone will disagree there?). Hence the different approach: a poll to ask whether people want the gameplay change or not.

I can't say I agree with the poll though. I think it usually leads to more problems than the best solution. Especially since the community is not very well represented here (a lot of players probably do not even know this place exists). Asking how something should be done here is similar to asking one country on how the whole world should be improved. I would have done it in a different way, but I can see why TT did it this way.

As mentioned before, two of TT's goals are changing as little as possible to the gameplay and fixing as many bugs as possible. But as soon as these conflict, the result is not predefined.

---