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Subject: Re: Fixing... Points?

Posted by [Crimson](#) on Mon, 18 Aug 2008 15:00:11 GMT

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The reason is that a points fix server feels more natural. The team that did a better job, wins the game... ridiculous nonsense strategies don't work anymore... when both teams are doing well, the score is close until the bitter end. It's more exciting to play and less frustrating, and I know it will be even better when these other bugs are fixed, too. It's gonna be so great to play without having to worry about loading my pistol, getting in a vehicle at the wrong time and getting into blue hell, getting killed by the WF bug as I'm planting a nuke. All of the elements we love, none of the BS we don't. I'm VERY excited about it!

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