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Subject: Re: Fixing... Points?

Posted by [GEORGE ZIMMER](#) on Mon, 18 Aug 2008 16:39:44 GMT

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trooprm02 wrote on Mon, 18 August 2008 11:01Wow, see to counter the points fix Spooky and BI suggest now changing around the way credits works ingame (Bi says to change it to 3/creds/sec, and spooky says to change the cost value of some units)... Does anyone else realize how fucking stupid that is? To implement this fix, this means you completely fuck over the most important aspect of the game, how much/fast money you get in order to BUY UNITS. Unless everyone use free units then I guess this wouldn't be an issue, but fixing points to fuck over credits? Points is atleast playable, and credits is fine with this system, but if you fix points, then we would be in a worse position (gameplay wise) because of the credit system...Everything just points to it not being worth it...

Because clearly, the pointsfix will only apply to Nod. GDI will still be able to ramjet shit for money, right?

Dumbass, Nod and GDI will be at equal levels still, unless you count that mammoths won't give the enemy a ton of points now. Which clearly, was NOT intended. Mammoths are supposed to be slow but awesome, not slow and just outright fail in every aspect.

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