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Subject: Re: Details of some of the features in 4.0  
Posted by [Spoony](#) on Thu, 01 Oct 2009 03:54:22 GMT  
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liquidv2 wrote on Wed, 30 September 2009 22:40it doesn't make it easier for new players; if anything it makes it even harder, and the only people that seem to do well are the people who know what they're doing in general  
i personally think that's ridiculous... a new player who is unaware of the fact you can get money for no reason might be inclined to try earning money by doing something useful, whereas i can make a long list of people who consider themselves "good players" who honestly are convinced that if there's an APC/meds/lights/whatever threatening your base, then the best thing to do is shoot it ineffectually and can't imagine themselves thinking otherwise.

just because a lot of "good players" aren't capable of throwing off the bad habits that the pointsbug has taught them (which does rather undermine the claim to be a good player, in my view), doesn't mean new players ought to be indoctrinated into the same bad habits too...

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