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Subject: Re: beta test TT patch

Posted by [Spoony](#) on Thu, 17 Dec 2009 03:09:05 GMT

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HaTe wrote on Wed, 16 December 2009 19:56 Thing is, for example, if you are used to sniping, and getting points to win by shooting tanks with heavy armor, then it does take adaptation to know that there is now no point in shooting them.

the fault for this belongs entirely to the points bug - it taught you ridiculously bad habits. still, it shouldn't take you much brainpower to get over that one - if your reaction upon seeing a heavy vehicle threatening your base is to shoot it ineffectually, i put it to you that you were never a good player in the first place.

Quote:Just one of many examples i could use  
don't hide behind that, give all of the "many".

Quote:just takes less time, and is easier on us all if we just don;t have to, if not needed. I know you feel that it IS needed, which is fine by me, just that others do not.  
well, that says it all, doesn't it.

if you don't think the maps should be fair, and if you don't think offensive play should trump defensive play, and if you don't think points ought to mean anything at all, and if you don't really think the game ought to have an economy system, then you won't see the need in implementing the original points system.

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