
Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sat, 19 Dec 2009 20:39:13 GMT
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Spoony wrote on Sat, 19 December 2009 03:21 this is a common point brought up in these debates. oddly enough, i always find that the people who think you should get more points for damaging a tank and less points for finishing it off... tend to be the same people who think you should get less points for pummelling a building and more points for finishing it off.

it's not the only paradox you see from these people. the other famous one is people who oppose the pointsfix because they don't want to see someone who's been hammering the fuck out of an enemy base with a powerful tank, the enemy unable to stop him, get a high score... so let's implement a bug that lets you get points for no reason at all instead, that'll solve the problem!

you couldn't make this stuff up if you tried tbh
if anybody wants another...

"this game is about killing buildings, not pointwhoring. so when i lose my ref i should still be able to afford whatever i want, and when i lose my wf it should not present me with any problems winning the game from then on"
