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Subject: Re: Pointfix poll. Bug or Balance?

Posted by [Crimson](#) on Mon, 21 Dec 2009 08:22:48 GMT

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R315r4z0r wrote on Sat, 19 December 2009 13:15Well, tbh... I've never payed attention to points.

You don't have to pay attention to points to be affected by this bug. As you undoubtedly know, points = credits, and surely you have made purchases with credits that you wouldn't have earned doing the same action on a fixed server.

So, let's say that you're down to your barracks and the other team has you pinned. You can't leave your base without dying, they are sending wave after wave of vehicles after your barracks. Your engies/hotties are getting credits (at half the rate of the enemy) for repairing the barracks, but your Mobius and PICs are killing the stanks/ftanks and getting so much extra money, that they are able to replace their character when they fail to dodge the several snipers surrounding the base.

This never-ending loop continues... Nod has plenty of income from their attacks so they don't have to let up on them. GDI makes stupid money from shooting tanks that they can keep a good stock of PIC and Mobius despite heavy sniper cover. Unfortunately, GDI's unbalance and bugged point growth eventually overshadow's Nod and now the team that was pwnt to the max wins that map.

This can not stand, surely.

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