

---

Subject: Point whoring?

Posted by [Bombario](#) on Thu, 15 Jan 2004 04:55:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Just for you, furyman77:

A camping scenario: You're Nod, both teams have all their buildings, but GDI's winning by 2500 points with only 5 minutes left in the game. GDI just "camps" in their base, because they know the ONLY way for you to win would be to attack their base, destroy a building and roll in. As a result, they don't attack you much at all, so their defense is rock-solid and you still have no way of winning. This is fair in a way, but it makes the game VERY boring.

---