Subject: Definition of "Point Wh0ring"
Posted by SomeRhino on Mon, 17 Mar 2003 22:04:58 GMT
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I was playing on a server last night, and I was accused by "uded" of point wh0ring. Now, I was first accused by him on Volcano of doing it, even though I had my MRLS right next to the power plant which I was attacking, running over engineers trying to C4 me. The next time I was accused of it was on Hourglass. I had MobArt, and proceeded to fire on the Weapons Factory. They failed to repair it, so I continued pounding it for a few more seconds and took it out. Uded displays the rules saying no "point wh0ring," and starts a vote to kick me. I didn't feel like messing with it, said "thanks for the correction, I'll show myself out," and left. I always thought point wh0ring it was when the player pounded the building solely for points as the enemy repaired it faster than it was being damaged. I thought that you could take out a building from whatever distance, as long as you were making progress on destroying it, rather than firing for points. Am I wrong?

Subject: Definition of "Point Wh0ring"
Posted by Duke of Nukes on Mon, 17 Mar 2003 22:12:30 GMT
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I dont know if that's what really happened...but your definition is correct. If you destroyed the building you were pounding...then it's not point whoring. Uded is a regular in UNServ...and that's never been exhibited before...we'll talk to him and figure it out

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Subject: Definition of "Point Wh0ring"
Posted by SomeRhino on Mon, 17 Mar 2003 22:24:42 GMT
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Thanks for clarification. If uded disagrees, then he can feel free to talk to me on Instant Messanger some time.

Subject: Definition of "Point Wh0ring"
Posted by Majiin Vegeta on Tue, 18 Mar 2003 02:18:51 GMT
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pointwhoring =

1. pounding a building all game known it wont blow up

2. constanly getting MRL/ARTY (when destroyed getting another one) and punding the same building all game knowing it wont blow

blah blah blah...gay people

Subject: Definition of "Point Wh0ring"
Posted by Anlesauk on Tue, 18 Mar 2003 03:01:28 GMT
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Point Whoring = When you B2B on Islands the entire game and never lift a finger to help defend the base as SBHs and STanks thrash the GDI base!!!

Subject: Definition of "Point Wh0ring"
Posted by dead4ayear2 on Tue, 18 Mar 2003 03:46:39 GMT
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Idiots like that think the only way to destroy a building without it being called "point whoring" is to attack the MTC at the inside.

Subject: Definition of "Point Wh0ring"
Posted by hunteroo2 on Sat, 26 Apr 2003 05:57:11 GMT
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dont pay attention to uded, he's full of himself and doesnt like to loose, to put it lightly...he's aright once you get to know him, kinda hard to get along with though.

Subject: Definition of "Point Wh0ring"
Posted by Homey on Sat, 26 Apr 2003 06:57:32 GMT
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Point whoreing is good if its a close game, if you have the lead by alot then its useless

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Subject: Definition of "Point Wh0ring"
Posted by ArUsH4nII on Sat, 26 Apr 2003 08:33:12 GMT
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hmmmmm............

Goes and earns 50000 points in 1 game

lol

Subject: Definition of "Point Wh0ring"
Posted by StoneRook on Mon, 28 Apr 2003 17:32:03 GMT
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this is sort of like this:

When your team is losing - and the final minutes are counting down - there are 10 out of 15 people in the last building - repairing it ---

even though it's just being hit by ONE frigging tank...

why?

because you get points for repairing - so if you know your going to lose anyway - you might as well get alot of points to get a low negative ladder score...

(as if people still play for ladder points   :rolleyes:)

I for one - will run out into the fray -- i may die alot - but i take alot down with me....

Mamies pher my Flamethrower.....:

Subject: Definition of "Point Wh0ring"
Posted by TheKGBspy on Mon, 28 Apr 2003 17:40:07 GMT
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Majiin Vegetapointwhoring =

1. pounding a building all game known it wont blow up

2. constanly getting MRL/ARTY (when destroyed getting another one) and punding the same building all game knowing it wont blow

blah blah blah...gay people

 :rolleyes: i cant understand why there is dumb rules like this... think it 2 time....

if i attack a building and i know it wont destroy do i only get points? no.. i actually make 2 or 3

ennemy player to repair the buildings... so that mean lesss defence for rushing...

anyway this is a good strategie if u think about it!   :

Subject: Definition of "Point Wh0ring"
Posted by Bassoonboy on Tue, 29 Apr 2003 01:20:35 GMT
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StoneRook
I for one - will run out into the fray -- i may die alot - but i take alot down with me....

Mamies pher my Flamethrower.....:

Mammies ph43r my timed c4..... :twisted:

Subject: Definition of "Point Wh0ring"
Posted by JRPereira on Wed, 30 Apr 2003 19:12:11 GMT
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"point whoring" as you call it can be useful (especially in smaller games) - you can tie up an engineer or two, allowing your teammates to be more free (less resistance) with either the target you're working on, or other targets.

Subject: Definition of "Point Wh0ring"
Posted by Duke of Nukes on Wed, 30 Apr 2003 19:43:05 GMT
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point whoring is point whoring...no matter the justification. 99 times out of 100...people dont do it to get people in the base or even destroy anything

---

Subject: Definition of "Point Wh0ring"
Posted by JRPereira on Wed, 30 Apr 2003 20:34:14 GMT
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well I dunno then, only reason why i'd keep firing on the target is to keep engineers busy - although it would probably be better to keep switching targets to keep the engineers running around

i'm not so interested in points or rank though - if i was i'd always play nod and always use flame tanks

---

Subject: Definition of "Point Wh0ring"
Posted by Afromn96 on Wed, 30 Apr 2003 23:33:06 GMT
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I agree point whoring is quite cheap but u have 2 think about it. are there any rules in war, no, and it is good 2 tie up some engis
 :gdi:

Subject: Definition of "Point Wh0ring"
Posted by Afromn96 on Wed, 30 Apr 2003 23:34:17 GMT
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_____

                        wtf is this

Subject: Definition of "Point Wh0ring"
Posted by Rikkie on Fri, 02 May 2003 19:42:42 GMT
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   I am a point wh0re, Yes don't be shocked, I admit it. When i am in a big server I play for ladder only, don't care about my own base and just keep pounding on that building that won't get destroyed to become MVP!!!

oke oke all shocked? Now I will explain why   . I always play in small servers because there is the only chance on some teamwork. I am a very good player and I know all the tricks, have very much experience and mostly become MVP or nr 1 of the team. But in small games you can't get any ladder points and I don't really care abour rank however I like to have it below 2500 or something like that. So sometimes I go into big servers, and be the biggest point wh0re ever born. (once i was in a game with another point whore (shaft1) and everytime when his MRLS hitted the building he was in front and when my rockets hitted the building I was nr.1. There were only a few minutes left so i drove my MRLS in front of his and blocked his rockets :D:D he got angry and told me i was not a teamplayer. Lol i agreed totaly :P:P)
Point wh0ring is actually the only thing I can do in large servers because on my p800 my fps is 5. So sniping fails although in small games i am a very good sniper. Not as good as the real sniper pro's but just below that. All other complicated things fail 2 because of my fps. My highest rank ever is 180 and i used to have it around 500 but I got so sick of that fps that i play less and less in big servers so now it's most of the time around 2000. When i get my new pc I promise I will not be a point wh0re anymore :D:D

Clanleader Of the TFF CLAN

Subject: Definition of "Point Wh0ring"
Posted by OrcaPilot26 on Fri, 02 May 2003 20:23:11 GMT
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One of the reasons this pointwhoring problem exists is because everyone is so busy trying to repair the building that there's nobody to actually destroy the threat.

Subject: Definition of "Point Wh0ring"
Posted by Dante on Sat, 03 May 2003 05:37:01 GMT
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if you consider point whoring, sitting in that little cubby on under where the oblisk dont hit you, and laying 6 missles in each building to keep all there engies busy, then i guess i am guilty.... oh, and flooding the inside of the HoN with MRLS missles, (i love that *boink*... *boink*.... *boink*... repair from the side you morons...)

Subject: Definition of "Point Wh0ring"
Posted by -Tech- on Sat, 03 May 2003 06:17:49 GMT
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OrcaPilot26One of the reasons this pointwhoring problem exists is because everyone is so busy trying to repair the building that there's nobody to actually destroy the threat.

Thank God someone else sees this!

Subject: Definition of "Point Wh0ring"
Posted by fragger56 on Sat, 03 May 2003 08:40:29 GMT
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umm point whoring is when you attack a building while in youre own base with a mrls or mobart and the enmy has virtualy no chance of killing you and you have virtually no chance of killing the building and do nothing to defend if the enmy attacks.