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Subject: Re: Do "Point Whores" Hurt The Team?

Posted by [puddle\\_splasher](#) on Mon, 01 May 2006 15:28:38 GMT

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On the MP-servers it is actively encouraged. The "point whores", if, they are team players, are able to donate the credits earned back to the team.

This is of particular importance on the Hyper server, here you can purchase additional base defense turrets for 2000.

Having many turrets across the base entrance seriously discourages the enemy from getting too close. This also gives you the added benefit of buying the better characters.

However if everyone "point whores", then you sneak in the back of the base and beacon them, seeing as they are looking after themselves.

On the whole, there is a time and a place for point whoring.

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