
Subject: Re: Public announcement: Points Bug Fix
Posted by [Spoony](#) on Fri, 28 Sep 2007 03:07:43 GMT

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Dutch Neon wrote on Thu, 27 September 2007 16:06Meh, Hourglass is well balanced on marathon servers, the guys who arty whore will get a mvp mostly, not that they will actually cause a boost to the winning, as GDI mostly just has some1 repping the ref.

Forcing GDI players to be stuck in the ref/PP all game is a HUGE boost to winning... firstly the mass of points, secondly tank rushes on the AGT are far more likely to work when a chunk of GDI's stuck at the back of the base where they can't do shit about it without risking losing the PP.

trooprm02 wroteif 2v2 (or more), gdi can get to ob (without backwalking) tho too.

yes, and that goes against your earlier statement, since GDI has another infantry option and Nod doesn't... yet one single Nod player will easily kill the harv without any repercussions from GDI, apparently.

If every game of Hourglass you've played was against people who always shotgun fight in the tunnels, then I forgive you
