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Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Tue, 22 Jul 2008 15:35:04 GMT

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Jellybe4n wrote on Mon, 21 July 2008 21:12: EvilWhiteDragon wrote on Mon, 21 July 2008 06:20: Ghostshaw wrote on Mon, 21 July 2008 11:34: Lets jsut allow increasing credits per points. It keeps the fairness introduced by the pointsfix (IE you get more for doing more damage) but you can get similar ot the same kinds of money flows as without the pointsfix (obviously that would be up to teh server owners).

It might need a little fine tweaking though. Like ahving separate multipliers for vehicles/infantry/buildings (getting alot more credits for shooting/repairing a building sounds like a bad plan IMO), and maybe even for groups like infantry vs vehicles, vehicles vs infantry, infantry vs infantry, vehicles vs vehicles and vehicles/infantry vs buildings.

But then again thats what a beta test is for.

Well, indeed, but then at least certain people should listen to the idea, and be willing to try it. That seems to be most of the problem here.

Not having the will to even try something else will be impossible to fix.

The half points fix is what we'd like to try, how about you listen to that idea and let us test that out?

I'm not stating that it can't be tried, I'm just saying that it just doesn't fix the imbalance. For exactly that reason I suggest something else, of which I would appreciate you to give comments on.

Of course, we're already bending, as we are actively trying to find a solution that works for everyone, and at least I am trying to NOT unbalance the game.

With your idea, in al respect, you will indeed fix the point problem, but still people will get the shotgunner to attack the harv to get credits. While it is good that they try to get credits, but they could also do so with an engi, and get credits and points. With the engi they have a bigger chance of actually killing the harvester than with the shotgunner, right?

For exactly that reason I think that a half point fix is not good, as for an other example, mammoths still won't work as supposed. This still causes newb player to be shouted on, because now they are not giving away points, but credits.

So, because of the aforementioned reasons, could you please tell me what you do and don't like of my previously posted ideas? As I have a feeling you're just totally ignoring them. And since you're not commenting on them, I can't bend it to suit your needs.

I'm not trying to make your life harder, but you do need to cooperate.

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