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Subject: Re: Fixing... Points?

Posted by [saberhawk](#) on Fri, 15 Aug 2008 22:30:17 GMT

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kong009 wrote on Fri, 15 August 2008 17:19 This argument is irrelevant if you separate points and credits. What I'm saying is finding a way to limit points as in the pointsfix but leave credits pre-pointsfix.

Like I said, all I want is for that possibility to be considered.

The argument then becomes "Why is that Havoc getting 100 credits when he's doing 1 damage and I'm getting 50 credits for 100 damage?" (Yes, the numbers are wrong, but this is only an example.) This points<->credits unbalance would lead to players being scolded for buying a strong vehicle pretty much the same way they are now, except now for giving the enemy credits.

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