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Subject: Re: Fixing... Points?

Posted by [kong009](#) on Sat, 16 Aug 2008 03:39:19 GMT

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Greg my main objection to the pointsfix is it being employed on Marathon servers. Clearly it is not in the interest of speeding games up when you diminish the amount of credits people can get. Now those 5+ hour-long no refinery Islands matches are going to last even longer.

Furthermore, if you increase starting creds in a pointsfix game, how do you prevent exploitation of that? I could see somebody joining a no-ref game getting 350 creds and donating them to a teammate, leaving, joining on a different name, donating again, etc.

btw, how can you say donating doesn't matter? In a tight game, limited creds, a team might be able to pool its resources and buy a nuke that might win it, yet it has the same number of team credits.

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