
Subject: Re: Fixing... Points?

Posted by [trooprm02](#) on Mon, 18 Aug 2008 16:01:42 GMT

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Wow, see to counter the points fix Spooky and BI suggest now changing around the way credits works ingame (BI says to change it to 3/creds/sec, and Spooky says to change the cost value of some units).... Does anyone else realize how fucking stupid that is? To implement this fix, this means you completely fuck over the most important aspect of the game, how much/fast money you get in order to BUY UNITS. Unless everyone use free units then I guess this wouldn't be an issue, but fixing points to fuck over credits? Points is atleast playable, and credits is fine with this system, but if you fix points, then we would be in a worse position (gameplay wise) because of the credit system...Everything just points to it not being worth it...
