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Subject: Re: Fixing... Points?

Posted by [StealthEye](#) on Thu, 04 Sep 2008 07:26:01 GMT

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Quote:Ramjet point whores help you win, as long as there's no more than five to seven of them. Cheats help you to win too. I don't see why they shouldn't be allowed.

Quote:The other thing that seems to be going around, is halving the damage that sipers do the light armored vehicles. Not at all related, and not something TT will do.

Harvesters thing is not a good analogy at all.

Quote:And what's with the harvester giving away no points now?????

It's BS! Indeed it is. This shows that you really don't know what you're talking about, and just skimmed over a few posts... Harvesters give ~100 points total. If you would kill the harvester with C4, then you actually get more points for it with points fix on.

Quote:Renegade is dying, and it's cause of crap like this. Says you. You have any proof for this? My guess that there are other factors that are way more important. Especially since the points fix is not running on all servers atm anyway.

Quote:And yea, Mammoth Tanks and Stanks currently give away tons of points, which is part of the balance.

It's a risk to use Stanks or Mammoth Tanks, because they can potentially win the game for you if used right.

It's risky because of the way the points have been, and it's NOT risky when you implement the pointfix. Yeah, pointfixed games are consisting entirely of stank vs mammy fights. If you would have tried playing with points fix on, you'd see that it's not the case.

Point fix is not a broken idea, if players want it, then why wouldn't you implement it??

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