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Subject: Re: Fixing... Points?

Posted by [s0meSkunk](#) on Tue, 09 Sep 2008 22:40:48 GMT

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I know it sounds all nice and good, and I do honestly see the good that will come from the points fix.

But I still don't think I'm wrong in saying that it's great the way the game is now because we have the ability to come back and win from hopeless odds...stuff like that makes people watching get hyped, and feel good.

I'm seeing it from both sides right now.

I think I like what the points fix will accomplish, and I'll sorely miss what it takes away from the game.

The flaw here in this argument that you guys are providing is "it is pretty safe to assume that this was NOT an intention addition to the game."

Growing up I was taught that when you assume, you make an ass out of u and me.

But on the flip side, if Westwood did in fact intend for it to be like this, (which we'll never know save for the Westwood employee who did the coding comes on the forums and talks about it [which is extremely unlikely...]) then I want to experience it.

I've been playing on points fixed servers the last few days, and what I see is more opportunity to use flame tanks and stealth tanks and Mammoth tanks without ruining the game, and I don't have to yell at my team mates as much anymore for doing stupid things, and I'm still getting MVP when we win...but when we're losing it's pretty hopeless for come backs : (

It's still fun for now. But I still think the points fix is better off not implemented for the games depth (which I still feel is gone.)

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