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Subject: Re: Details of some of the features in 4.0

Posted by [GEORGE ZIMMER](#) on Thu, 01 Oct 2009 04:10:49 GMT

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liquidv2 wrote on Wed, 30 September 2009 23:00 the fact that they couldn't get money to get anything made them leave even sooner than they would have had they been able to gain it by attacking healthy vehicles by any means

i'm not one of the players who can't handle the pointmod; i fully understand it and can play with it on no problem, but from my experiences it's not the same story with many if not most other players

why do you think servers like st0rm have so many players in them all the time? you join with 1000 starting credits, the harvester dumps 600 or 700 credits, and the mine limit is 127...people like being able to buy and use things, and the pointmod makes it harder to get things and new players tend to get discouraged and go somewhere else

if everyone knew how renegade worked and knew how to play i'm sure the pointmod would work a lot better than i've seen it work (example being in community matches)

Oh, ok, let's put in an ineffective, illogical way of earning money early game that will confuse new players, rather than suggesting another, more logical approach to how new players can earn money early game.

Makes sense.

also

liquidv2 wrote on Wed, 30 September 2009 23:09 then you lied to everyone about it because you said from the very start that it would be optional, not that you "may" decide later to make it optional, which is complete horseshit

If I recall, they said they "might make it optional, but nothing's solid". Infact, I rarely recall the TT team saying anything's 100% solid...

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