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Subject: Re: Ideas to help newcomers/people joining a serv mid-game

Posted by [Goztow](#) on Mon, 05 Oct 2009 06:33:04 GMT

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To be frank, I've been playing with pointfix for about 2 years now on TK2 server and as surprising as it may seem to many of you, I adapted to it quite nicely. When I'm low on money, which doesn't happen an awful lot of times, I run out with basic infantry to do something useful (beit repairing a vehicle, sneaking through tunnels / field, attacking the harvester, using a GDI rifle against arts, sneaking behind camping vehicles to remote c4 them) and my money trickles up without me noticing it. We also have donate and my teammates do tend to donate me from time to time because I donate to them myself when possible.

And I'm one of the people who tends to die quite often because I usually am the first one in a group of players to rush / take the field.

It actually makes sens to me to not get my vehicle killed and retreat to repair it from time to time. Economy is an important part of the gameplay since we added the pointfix. Just like it has been in all C&C RTS games.

The only reason why this topic was made, was because some people fear that newer players will get discouraged if they fail to handle their economy, which honestly seems like a fair possibility. Noone ever said that anyone would be forced to use this "newcomer friendly" option, nor the pointfix in the first place.

And a big LOL to the guy who claims that he needs the points bug at high level games. If you cannot adapt to a change that actually makes sens then you suck quite hard.

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