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Subject: Re: Pointfix poll. Bug or Balance?

Posted by [R315r4z0r](#) on Thu, 24 Dec 2009 07:44:04 GMT

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Points aren't so much directly related to base damage as you might be implying.

You can, for example, be winning the battle but have less points. It has happened to me in the past many times. I've lost games I was about to win via base destruction because the time ran out and the other team won because they had more points.

You can get points more ways than attacking the base, that's why they aren't a direct relationship to base damage.

In fact, probably the most common method of getting points involves the exact opposite of attacking the enemy base: repairing your own base. You can spend the entire game repairing and end up in the top 5 of a match.

This is what I was getting at when I said "rather than."

You can ignore the points counter and just attack the enemy base OR you can hunt down every last kill, repair every last structure and vehicle, lay/disarm mines in every nook and cranny, or basically do whatever it takes to score more than your opponent.

Now, I'm backing you up here. It is a good thing to implement. But realize, points are not in a direct relationship to damage dealt. The points fix will make it more fairly proportional, however it will not make it directly involved because there are just too many variable things that can happen that give off points without actually attacking the enemy base.

edit:

That last line sounded elitist and egotistical. lol. I mean to say you've swain my opinion.

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