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Subject: Re: Some balance things I've been thinking about

Posted by [ehhh](#) on Sat, 15 Apr 2017 17:53:32 GMT

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iRANian wrote on Fri, 14 April 2017 22:37 Then why did they decide to balance the game with their points system? with pointsmod the game is completely broken, you can just defend by sitting at base entrance with teched tanks and you'll win on points.

If pp or ref dies the game is over and on marathon servers it's then extremely boring as you get no money.

I think the jury is out and it's pretty shit way to change the game, even after heavily modifying the game by doing things like increasing credit tick per sec

It's the same thing as 2 credits a tick also being a "bug" because they cast the floating point value to int.

or being able to access purchase terminal from outside a building

because the game was badly balanced lol?

and with pointsbug, you can just defend and snipe tanks all game and win on points. (not mara ofc)

both point systems are bad, we just never created a middleground.

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