Subject: Re: in regard to the points fix
Posted by EvilWhiteDragon on Wed, 02 Jul 2008 15:47:42 GMT
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Baker wrote on Wed, 02 July 2008 17:39What about the marathon servers? Have you ever tried joining into a game with no refinery(which is a very common thing). That's unbearable enough, but when pointsfix is on, there'll be no way to get credits in an effective way. Sure the points fix makes sense, but it makes the game so much duller. I'd rather have an extremely fun game over one that makes sense.

This is just an opinion I don't want to get my post dismantled commented on and then flamed, because it won't change my opinion.
Why even bother to post in an discussion when you already state that your opinion is not going to change? That's just stupid.

Though I can see your point, there should be better and more logical ways to fix this. For example just give everyone, always twice the points (and credits) for what he/she does.
Or create a base income of (for ex.) 0.5 creds/s,even when ref is dead, that would imply 1 credit every 2 seconds, besides of what you get for doing damage.

Also, you shouldn't loose your refinery, and if you do it would be fair for it to make you loose the game. Else you can say the same thing for the WF and barracks. If those 2 are already destroyed when you get ingame you're also fucked...
Or just 1 of the 2 and you are reasonably fucked.