
Subject: Re: Public announcement: Points Bug Fix
Posted by [Caveman](#) on Mon, 24 Sep 2007 17:09:36 GMT
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Spoony wrote on Mon, 24 September 2007 16:19

Caveman wrote I took the advantage of this point bug on mesa when I was Nod. Since the GDI harvy doesn't stay very long like the Nod harvy, I would purposely buy a shotty throw my C4 just shoot at it to gain points so I could get a early tech/arty to defend against any early APC rushes. tip: in situations like the harv fight, forget how many points you're getting and just focus your attention on killing their harv and saving yours. If you genuinely help in the effort to kill their harvester (which DOESN'T mean throwing one c4 - it means rushing it three times with an engineer), chances are you'll kill theirs and save yours... that's 300 or 600 credit variance, depending on how you look at it mathematically.

The best thing about the points fix is new players aren't suckered into bad habits like the habit you've just described. Shooting heavy armour with weapons that don't damage it, just to get points and money, is a bad habit. You aren't helping your team's situation.

This may be true but you do not always get people on a public server willing to get an engi and throw c4 etc...
