Subject: Re: in regard to the points fix
Posted by EvilWhiteDragon on Sun, 20 Jul 2008 21:35:12 GMT
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Jellybe4n wrote on Sun, 20 July 2008 22:03I'd be all for the green bug, points and creds are not equal. If creds were gained as they are now, I'd be more than happy to have the points fix on.
I already suggested something like a base cashflow (for marathon servers) of 0.5 creds/sec but you decided to ignore that and just continue to tell that you don't want it differently.

I can see your point, and I do actually want a solution which allows bugs to be fixed, but the gameplay to be logical. The point bug makes no sense, as I think we can all agree.

Also, another option could be to give twice/triple or even more credits per point. That way you will still get more credits if you do actual damage, but are not forced to engi rush tanks for an hour to get a med.