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Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Mon, 21 Jul 2008 08:28:21 GMT

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liquidv2 wrote on Mon, 21 July 2008 10:01that's a good idea

i also remember someone saying that on the jelly forums over half a year ago

it makes sense

IT DOES NOT MAKE SENSE, really, as you can still "win" a game with doing no damage to attacking vehicles. I mean, soldier & engi VS tank, engi doing more damage with C4 (thus with this idea, getting more points) soldier, being utterly useless against tanks, gets fewer points BUT GETS MORE CREDITS TO DO OTHER USELESS STUFF LIKE SBH WHORING....

Something that would make sense:

Changing the point credits ratio. This way, if you deal 100 damage to a med with a remote, you'll get 10 points, but for example 100 credits. If you do the same thing with a soldier, you'll get about 0,5? points thus giving you 5 credits.

Of course, it would mean htat you could get massive amounts of credits when attacking buildings, but at least new players understand it.

Also, it allows some vehicles to be actually useful. With a mammoth, you would give away loads of credits with this RIDICULOUS IDEA.

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