
Subject: Re: Fixing... Points?

Posted by [Rocko](#) on Mon, 18 Aug 2008 20:31:55 GMT

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Spoony wrote on Mon, 18 August 2008 11:41trooprm02 wrote on Mon, 18 August 2008

11:01Wow, see to counter the points fix Spoony and BI suggest now changing around the way credits works ingame (Bi says to change it to 3/creds/sec, and spoony says to change the cost value of some units)....

Easy tiger, I didn't say either of those two things.

I never commented at all on the 3-creds-a-second business, and as for the sakura/stank business, I was not saying "make stanks more expensive and make sakuras cheaper". OTHER PEOPLE were bitching about the fact that with the pointsfix, you get more points killing a sakura than a stank (99 > 90). My rebuttal is this (and has never been debunked yet): if that's what you think, why aren't you calling for stanks to be made more expensive or sakuras to be made cheaper?

that is aside from the rather amusing point that the same people who think 99 points is too much for killing a sakura, don't have a problem with getting 300+ points killing a big slow defenceless harvester.

okay then, make stanks more expensive and make sakuras cheaper.

I don't know how much of a point that is though spoony. It seems silly that the game works perfectly fine the way it is, but a group of people take it upon themselves to speak for all of a renegade and force a point system changing patch. And it's not even 100% working if you then even have to change price values and use retarded things like donate in order to balance the game out completely.
