
Subject: Re: Points fix debate number 5.598
Posted by [tellsson](#) on Thu, 01 Oct 2009 08:27:28 GMT
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i think the biggest problem is:
if players have the choice between a server with pointmod and a server without pointmod they will join the servers without pointmod.

ppls like to buy stuff. they wanna have action, but if they cant earn enough money in a fast way for "bigger" weapons then they wont play. we saw that on jelly aow1 as the pointmod was on. after a few months our server was almost empty. (i.e. a normal saturday-afternoon. usually we had a full server, like 20 vs 20, but with the pointmod we had suddenly only like 5 vs 5.) therefor it did fill our other servers wich didnt use the poinmod.

the only way to change this condition was that we included the weapon-spawn. after that, jelly 1 was attractive enough for the players and it filled our server again.

and so...
pointmod????

greetz telly ^^
