

---

Subject: Re: Ideas to help newcomers/people joining a serv mid-game

Posted by [EvilWhiteDragon](#) on Sun, 04 Oct 2009 10:08:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Homey wrote on Sun, 04 October 2009 11:17 EvilWhiteDragon wrote on Sat, 03 October 2009 16:26 CarrierII wrote on Sat, 03 October 2009 18:21 Back to the topic, Jelly Marathon's approach of handing out credits for "base defense" and "tank support" rec's works fairly well. (Of course, a marathon server can't be compared to an AOW server, the time limit changes a lot)

And that would be....?

Per X amount of building repair points you get a Rec, per X amount of tank repair points you get a rec. I don't know the numbers off the top of my head, but you get them probably every 15 minutes or so. It's been a while since I played.

How are Recs related to money, that was more my question. I know how recs work normally

---