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

Posted by [Homey](#) on Sun, 04 Oct 2009 18:15:45 GMT

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liquidv2 wrote on Sun, 04 October 2009 13:15: Elit3flyr has a point - by implementing the pointmod you are making it harder for players to earn credits, but instead you are trying to change the original settings to compensate for it which is fine, but his point remains that you're changing other things in an attempt to make it work better

i'm assuming that servers using a modified credits to points ratio will be earning a penalty on the official ladder?

That's pretty much what I'm getting at. IE best of both worlds. I like being able to buy stuff constantly and trying all sorts of rushes and being aggressive overall. Like on field sometimes Nod gets a chance to take it, but half the team is too wimpy to move out. If I move out people tend to follow, granted since I'm the first one out I'll probably die fairly quickly because of no support, but the general idea I was after was to get my team going.

It's not about being able to earn credits for me, it's about how quickly. I think a lot of new players probably find they don't have enough credits anyways, which is fine...they're new. Changing the points/credit ratio is a good idea imo. Dunno why anyone didn't think of it sooner. Seems to be a fair compromise between two sides. At least in my eyes anyways.

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