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

Posted by [Homey](#) on Sun, 04 Oct 2009 23:05:18 GMT

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50% isn't a bad place to start. Really there's no point in choosing another number until we could actually test it and see. I imagine it'd be somewhere between 20% and 50%. But, it'd be hard to judge. I play pretty aggressively, but do kill lots of stuff and tend to have the money for stuff, but not much extra. Like complex for example in J1 I'll grab a med and be pretty aggressive and end up dieing a fair bit. Generally I have enough creds by the time I die for another.

We'd need a server to test this on to see if it works. Another option is still changing the refinery trickle to a bit higher number (2.5?). I still prefer the points/credits ratio as it promotes good team play like spoony has mentioned, and keeps your cash higher which is what I like.

Oh and if there's no penalty for this sort of thing (obviously the ratio would have to be within reason right?) then I'd be more than happy to play on a pointsfix server.

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