Subject: Re: Ideas to help newcomers/people joining a serv mid-game
Posted by Goztow on Tue, 06 Oct 2009 07:27:30 GMT

I looked for a way to split this topic, but didn't find one. It seems to have naturally evolved into flaming people. Therefor it will be locked now.

Let's remember the good things that were written down:

1. Pointfix will be optional anyway

2. Servers who choose to implement point fix may choose - still optionally - to either keep the game as it is, with point fix, or adapt the amount of credits people gain to keep things more enjoyable for new comers

3. there's two main ways to adapt this amount of credits: a higher amount of credits per second or a higher amount of points / credits per damage done where the 2nd option seems the more effective one

It's a pity we couldn't continue the original topic .