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

Posted by [CarrierII](#) on Thu, 08 Oct 2009 16:34:54 GMT

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I wouldn't bring the points up by that much, but I think they're too low, I can't quote stats on it, but I'd say you get something like 1 point every two seconds w/ a hotwire... there's no reward in being a hotwire (You have to dance and fix some guy's tank, not fun) and now the game doesn't even give you credits or points or any form of recognition for your support role. I do agree that tanks are of course essential, but the issue is the teamplay move (To balance techs with tanks) is not obvious, as anyone thinking "I need to score highly, because that's an indication I'm doing well" (Note: (NO OFFTOPIC) that's a pro-pointsfix arguement, because getting insance quantities of points for doing no damage encourages silly play (sniping the harvester))

Someone who is new-ish to the game will play to maximise points, and try things out to see what makes the most points, thus they won't try repairing for very long, leading them to the wrong conclusion that it isn't a worthwhile thing...

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