Subject: Re: Ideas to help newcomers/people joining a serv mid-game
Posted by Goztow on Thu, 01 Oct 2009 06:59:53 GMT

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Quote:in renegade points are equal to credits
And the only way to make this logical is to make points equal damage so damage = points = credits.

It's not hard at all to make the game "more enjoyable" for new comers if by more enjoyable you mean they can get vehicles (and get owned) faster: set the refinery trickle to 3 or 4 credits per second instead of 2 or set starting credits to 1.000. There you have a way of keeping new comers and people joining midway happy while keeping the game as balanced as it's supposed to be.

If you want to, you can even make it a bit more complex: give 3 credits per second for people with a 0 character that aren't in a tank and 2 for anyone else.

I really don't see where the problem is. You want people to earn money faster? Then give them the money directly in a way everyone comprehends.