Subject: Re: Ideas to help newcomers/people joining a serv mid-game
Posted by EvilWhiteDragon on Sun, 04 Oct 2009 13:37:45 GMT
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CarrierII wrote on Sun, 04 October 2009 14:11In Jelly Marathon, whenever you get a "Tank Support" or "Base Defence" rec, you also receive 250 credits. This is to act as an incentive for people with little cash (which is the issue with joining a loooooooooong game half-way through) to do useful things with engis, and thus solves two problems:

1) It gets more cash into the game, esp for players who are just in.

2) It encourages the most useful (or nearly the) part of the game, repairing.

I think that you wouldn't need that if you would use pointfix together with an increased points/credit ratio. If you would increase that ratio to 2 for example you would get 40 credits for placing one remote on a vehicle. That should rack up money pretty quicky. Killing a 1000 char would get you between 200 credits (if he had full health) and 100 credits (if he was deadlike, but just alive) and so on.
Repairing would get you 4 credits per second, not counting the refinery. That doesn't sound too bad right?