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Subject: Re: Top 5 indicators

Posted by [luv2pb](#) on Tue, 07 Jul 2009 19:10:19 GMT

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2,3 and 5 for skill

6 and 7 are not bad but typically are not team efforts

1 and 4 for playing a lot

Another idea who be to penilize (in addition to rewards) people who lost characters, vehicles and beacons disarmed. Reward for beacon disarms might be a possibilty too. Straight play time would be a cool factor as well.

You could also factor points AND credits too. I don't know how complex you are going to go but if you want to go crazy you could change the reward values for variables like a dead buildings.

Ex: kill a sak when they have no hand = more reward.

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