

---

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

Posted by [Homey](#) on Thu, 08 Oct 2009 19:28:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Wed, 07 October 2009 03:28The overall idea of giving a possibility to multiple the number of points (and hence credits) gained per damage point done is IMO the only real way to go. All proportions stay the same, there'll just be more money injected into the game. If you put a multiplier of e.g. 1.2, it will give the exact same effect as when you made all chars and vehicles 1.2 time cheaper.

This also makes it that the "winning" team also has more credits but they won't really be able to use them as they'll already all have a decent char / vehicle. So it'll give an advantage to the loosing team, new joiners, ... However, you need to DO something other than scratch your nuts to actually gain this money: you need to do a minimum amount of damage. So it incites people to do damage and it rewards them more for doing so .

It also makes it easy for the ladder: just divide the points gained by 1.2 and you'll have an idea of how many points could have been gained without this. This isn't 100 % correct of course, as you would have gained even less as you'd probably have had less damage in the game without the fix (as people would have preserved their investments better, maybe there would have been less tanks, ...), so an extra penalty could be awarded (say 20 % or smth like that).

You should copy my post in Just kidding, ^^ is basically exactly what I said. 2.0 ratio is too much, 1.0 is no different. I really think it's between 1.2 to 1.5. Testing would be needed

Also if it was a setting. Say between 1.0 and 1.5 had 0 penalty, above that would result in a penalty, or not be possible through the TT patch.

---