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

Posted by [CarrierII](#) on Sun, 04 Oct 2009 12:11:48 GMT

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In 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 looooooong 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.
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