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

Posted by [Spoony](#) on Sun, 04 Oct 2009 13:47:30 GMT

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the more credits per damage seems like the best option, frankly.

let's all agree that getting points and money for doing no damage is completely ridiculous and it positively harms gameplay, damages fairness, and makes people crappy players. that, i think, is a given by now.

more credits per damage on the other hand seems like a decent solution to people who think you can't get enough money with the pointsbug. (i frankly can't understand this, and i think it says a lot about the player when they say this, but hey)

so let's say you hit a med with an art. with the pointsfix you currently get, what, 5 points per shot? and therefore 5 credits. (i'm guessing there, but 5 seems about right)

what if the points per shot was kept at 5 but the credits gain increased by 50%, therefore about 7?

same would go for infantry and buildings. and for repairing damaged stuff. (and for disarming c4 and beacons? that would mean you'd still get 30/300 points for c4/beacon but 45/450 credits.)

so in a nutshell, it would be a compromise allowing players to get money easier, but - and here's the important point - only if they actually EARN them by doing something immediately helpful, i.e. attacking the enemy in such a way that does damage, and repairing your team's assets.

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