Improvements to the server! [NOTICE] Posted by VooDoo - 15 Jul 2011 00:44

Okay, well ive been asking the people on the server (NEW PEOPLE AND OLD PEOPLE) their opinions on what can change and what they like, i will copy + paste their opinions here:

Thug plaate : well i think this is a very cool fun server but its not fair to have a bunch of IvI 1000's crush you so you cant ever level and get as high as the other players

Chifilly: I think like make the default races start at level 3 or 5 is a good idea. Just for a starting boost for the new players

I WILL ADD MORE WHEN I GET MORE

also if you want your opinion added then post below

Re: Improvements to the server! [NOTICE] Posted by M3ntoz - 15 Jul 2011 19:53

Liquid Snake wrote:

oh oh oh i had this idea why not give players a test of what high level race would be? simple make a copy of lets say laser light show name it starter race light show give them the same skills abilities and just make them unable to play it after a low total level simple that way new players will get their total level up and they will not be completely useless against the more overpowered players what do you guys think?

Players get 25 lvl's already when they join if i remember correctly from last update + doing the Ideo of liquid is nice but do you want all races twice in the changerace menu?

Re: Improvements to the server! [NOTICE]

Posted by Supa - 15 Jul 2011 20:08

Well liquid offcourse there will be some meaningless post here and there but you also get some on forum and they might see topics that they like and give normal posts on that topic. But yeah it's just an idea that popped up like at that moment so ⁹

Cool didn't know they got 25 levels from when the newly joined. Makes my post having no use at all ®

I think having all the races double in the rac

Re: Improvements to the server! [NOTICE] Posted by Liquid Snake - 15 Jul 2011 20:09

nonono not all the races m3ntoz just 3 or 4 races where people can start off on thats what i meant lets say replacing the current starter races like undead scourge making them a slightly higher level meaning that people would start off with those starter races they would get their total level up from it and stand a chance against lets say laser light show or sr electrico coz they will be able to play those races on a low level but they will be unable to play them when they hit a certain total level that way they would be out of the beginning races where they will be able to play more powerfull races a start of whet levels a last of what they will get when they do achieve the high levels a starter to the level will be able to play them when they here they do achieve the high levels a starter to the level will be able to play them they will get when they do achieve the high levels a starter to the high levels a starter to the starter they will be able to play them they will be able to play them they here they will be able to play them they will be able to play them they here they achieve the high levels a starter to the beginning the starter they will be able to play them they will be able to play them they here they achieve the high levels a starter they will be able to play them they will be able to play them they here they achieve the high levels a starter to the starter they will be able to play them they will be able to play them they here they achieve the high levels a starter to the starter

Re: Improvements to the server! [NOTICE] Posted by liger - 15 Jul 2011 21:13

I really like Supa's idea. But grant the level for simply registering on the forums. Its a numbers game: it doesnt matter that most wont become active, what matters is that some will. It gives the forum visibility in the community. If they have a suggestion or complaint, they already know where to go AND they are already registered.

Feasibility: i dont know how much work that will require from the admins though

Re: Improvements to the server! [NOTICE] Posted by Scathe - 15 Jul 2011 21:45 Yeah i like that idea of supa's too liger. Not sure how it could be implemented though....
