

Forum:[Hack Forums](#)

Thread: [Hackumon battlepower system or attack restrictions](#)

Lucero - December 8, 2020, 10:52 pm

Give Hackumon's Battlepower, a number based on HP, level, rarity etc..

And allow people to only attack Hackumons with similar Battlepower, that way new players can stand a chance lasting longer than 3 days.

I can't last longer than a few days, becoming level 3 or someone with Hackumons that I will never be able to compete with, kills them.

These changes or similar restrictions would make the game a lot more fun, at least for new players like myself.

Perhaps the award goal that challenges you to kill 50 Hackumon's will have to be lowered as well if those changes go through.

ETH - December 9, 2020, 3:14 am

[Lucero](#) if you're in level 1 then people could attack +5 levels and there is 24 hour immunity for level 1-3 already

correct me, only 50 hums needed to be killed for the award

Dorrance - December 9, 2020, 8:54 am

If I am correct you already get a 24hr grace period once spawn a new egg.

You also have other things such as invisibility check the item shop.

Lucero - December 9, 2020, 9:01 am

(Dec 9, 2020 09:54 AM)Dorrance Wrote: [\[CITE\]](#) If I am correct you already get a 24hr grace period once spawn a new egg.

You also have other things such as invisibility check the item shop.

True but after those 24 hours I get slaughtered ?

I kinda forgot about the invisibility option, the gap still seems to be pretty big