

## Forum:[Hack Forums](#)

Thread: [Crew Fee Increases](#)

**Omniscient** - April 13, 2023, 1:36 pm

I have increased the fee for Crews to rebrand. It's now 50k Bytes to change the userbar and also 50k Bytes to rename your Crew.

Been some grumbling that it's so much cheaper than the groups so now it's more realistic in pricing.

Thank you.

**DashPHP** - April 13, 2023, 1:42 pm

Nice one there!

Also,

Quote:It's not 50k Bytes to change  
Did you mean It's now 50k... ?

Thanks!

**Omniscient** - April 13, 2023, 1:47 pm

(Apr 13, 2023 01:43 PM)-Scrub Wrote: [\[CITE\]](#) Are the transfers going to remain 10k?  
Yes, for now.

**Nas** - April 13, 2023, 1:48 pm

(Apr 13, 2023 01:36 PM)Omniscient Wrote: [\[CITE\]](#) I have increased the fee for Crews to rebrand. It's now 50k Bytes to change the userbar and also 50k Bytes to rename your Crew.

Been some grumbling that it's so much cheaper than the groups so now it's more realistic in pricing.

Thank you.

Is there an open mind/thought for a different approach regarding crews? To be less competition with groups and instead be it's unique entity?

Realistically the only people who are going to pay this kind of bytes is those who just want a mini group instead of getting a crew for HF games.

**Neil** - April 13, 2023, 2:37 pm

Personally not a fan of this, but I don't own a crew so could also care less.

I feel like raising prices = lowering incentives.

Not many people have that many bytes atm, so I guess it gives them incentives to post more and get those bytes, but how long will that take?

I think overall activity would also stay if things got lowered, like the byte pricing for things.

Maybe increase the number of bytes that flow into the economy & keep prices as they are.

I'd assume also letting normal users who hit x,y,z goals for their accounts (I guess x amount of months of activity, y amount of posts, and z amount of bytes saved up are able to use the bytes for things themselves.

For example, you need to be active for 1 year, have 50 threads in the year or like 300 posts, and have at least 10,000 bytes saved up to be able to use the functions of the bytes).

Makes it not feel like pay2win just like a lot of Minecraft servers used to be back in the day.

But eh, just my opinion. Probably already been tried out & failed for all I know.

**Gary Clark Jr.** - April 13, 2023, 5:41 pm

How often were users changing their userbars for crews? Doesn't seem like they were changing hands that often, even as often as groups do.

I feel sorry for the group owners buying an asset that previous owners marketed as an "investment" and there's not a demand like there used to be that they took it out on crew owners.

(Apr 13, 2023 01:48 PM)Nas Wrote: [\[CITE\]](#) Is there an open mind/thought for a different approach regarding crews? To be less competition with groups and instead be it's unique entity?

Realistically the only people who are going to pay this kind of bytes is those who just want a mini group instead of getting a crew for HF games.

Crew owners should be able to convert their crew to a group (via bytes even) if there's such a problem with this. Most crew owners and most members don't see the value in owning a group anymore because they're overpriced and don't need a group subforum because let's be honest, all group subforums are dead.

(Apr 13, 2023 02:37 PM)Ne?l Wrote: [\[CITE\]](#) Personally not a fan of this, but I don't own a crew so could also care less.

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Makes it not feel like pay2win just like a lot of Minecraft servers used to be back in the day.

But eh, just my opinion. Probably already been tried out & failed for all I know.

The bytes economy has changed a lot in the past year or two. Eggs used to go for thousands in the lotto, now you're lucky to get 50 for a red or green one, a couple hundred for a blue one, and a thousand or two for a gold one. It feels so much harder to earn bytes that you have to buy them to get there.

**Lrrr** - April 13, 2023, 8:05 pm

(Apr 13, 2023 01:36 PM)Omniscient Wrote: [\[CITE\]](#) I have increased the fee for Crews to rebrand. It's now 50k Bytes to change the userbar and also 50k Bytes to rename your Crew.

Been some grumbling that it's so much cheaper than the groups so now it's more realistic in pricing.

Thank you.

You're all fucking welcome

Blame me, not Nas

**Vibe** - April 13, 2023, 8:11 pm

(Apr 13, 2023 08:05 PM)Lrrr Wrote: [\[CITE\]](#) You're all fucking welcome

Blame me, not Nas

For what you asshole

**Lrrr** - April 13, 2023, 8:12 pm

(Apr 13, 2023 08:11 PM)Vibe Wrote: [\[CITE\]](#) For what you asshole

You know them crew owners gonna be PISSED about this one.

**Vibe** - April 13, 2023, 8:14 pm

(Apr 13, 2023 08:12 PM)Lrrr Wrote: [\[CITE\]](#) You know them crew owners gonna be PISSED about this one.

If zues is a crew owner then I take my fuck you back sir

**bronzegods** - April 13, 2023, 8:20 pm

This should settle in well with everyone i guess.

**Sky** - April 13, 2023, 10:56 pm

(Apr 13, 2023 08:12 PM)Lrrr Wrote: [\[CITE\]](#) You know them crew owners gonna be PISSED about this one.

Doesn't bother me in the slightest.

Good thing [TOfu](#) changed his userbar from whatever that thing was before the update.

**MightyOne** - April 14, 2023, 12:27 am

Doesn't bother me, I am happy to see changes every time!

**Cooligan** - April 14, 2023, 12:38 am

This isn't a detrimental change for me. Is it a lot more to change now? Yes, but I'm someone who has only ever changed my userbar once anyway so no worries really.

I do enjoy the fact that it's more limited and "important" now if that makes sense. Though I feel a happy medium would be more so 25k Bytes to edit your crew rather than a full 50k. Just my two cents.

(Apr 13, 2023 08:12 PM)Lrrr Wrote: [\[CITE\]](#) You know them crew owners gonna be PISSED about this one.

I don't see why people would be "PISSSED" about this. It shouldn't get anyone that upset lol.

**Lrrr** - April 14, 2023, 9:40 am

So none you crew owners see how this could effect the price of crews? How are you all that daft?

The cost to change UB was around \$3 and now its more like \$150

That means a perspective buyer has less incentive

**Gary Clark Jr.** - April 14, 2023, 9:41 am

(Apr 13, 2023 08:05 PM)Lrrr Wrote: [\[CITE\]](#) You're all fucking welcome

Blame me, not Nas

Some members want to watch HF burn.

**Seaking** - April 14, 2023, 10:08 am

(Apr 14, 2023 10:01 AM)shatter Wrote: [\[CITE\]](#) doesnt bother me, this just means crew value went up  
Not many people as-is were looking to buy crews, and the fact that it now costs \$100 per change means even fewer people are going to buy them. I'd be willing to bet crews wont really sell anymore. Since we have 30+ crews the supply is going to far outweigh the demand.

**Omniscient** - April 14, 2023, 10:27 am

(Apr 14, 2023 10:14 AM)shatter Wrote: [\[CITE\]](#) I did not know we had 30+ crews. ?

Yeah apparently we have 30 crews.

Imao fuck

The low fees and options were an incentive to build up a reasonable amount of Crews for the various games on HF. Now we have them. I'll raise fees and see what I can do to build into HF gamification with the Crews which was their original intent.

**Lrrr** - April 14, 2023, 11:05 am

(Apr 14, 2023 10:01 AM)shatter Wrote: [\[CITE\]](#) doesnt bother me, this just means crew value went up  
How do you figure?

If you increase fees associated with ownership of an asset, the value of the asset depreciates. Especially if the fee is increased exponentially.

**Neil** - April 14, 2023, 11:08 am

(Apr 14, 2023 11:05 AM)Lrrr Wrote: [\[CITE\]](#) How do you figure?

If you increase fees associated with ownership of an asset, the value of the asset depreciates. Especially if the fee is increased exponentially  
There's no point in teaching a Camel how to swim.

**Nas** - April 14, 2023, 12:04 pm

(Apr 14, 2023 10:01 AM)shatter Wrote: [\[CITE\]](#) doesnt bother me, this just means crew value went up  
That's not how it works, someone doesn't understand simple economics.

It's like if you bought a car, and gas prices now went up to 50\$. Then saying now my car value increased because gas went up - it's the opposite. It just lowered the price of crews or made it even

harder to sell. Thank god BTW.

**Nas** - April 15, 2023, 10:27 am

(Apr 15, 2023 09:55 AM)shatter Wrote: [\[CITE\]](#) you're comparing a crew to a car lmao

the crew is the gas

if gas went up the gas is now more expensive and hence the existing gas is more valuable ???  
When you discover what an analogy is for the first time. ?

How are people getting stupider... doesn't even know the difference between an analogy and a comparison..

**Lrrr** - April 15, 2023, 3:19 pm

(Apr 15, 2023 10:31 AM)shatter Wrote: [\[CITE\]](#) it's a disproportionate and ultimately inaccurate analogy lmao

You buy a house (crew)

City (HF) raises property tax exponentially (rebrand fee)

Buyers are less likely to buy now because the asset costs more to own. (exponentially more to rebrand once you buy it)

Price of underlying value goes down... ( crew price)

Especially when there are a lot of houses in the area that is affected (30 crews)

Is that a slightly better analogy?

**Neil** - April 15, 2023, 3:23 pm

(Apr 15, 2023 03:19 PM)Lrrr Wrote: [\[CITE\]](#) You buy a house (crew)

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Is that a slightly better analogy?

It's not worth it bro

**Lrrr** - April 15, 2023, 3:27 pm

(Apr 15, 2023 03:23 PM)Ne?l Wrote: [\[CITE\]](#) It's not worth it bro

We can just ask the rest of the community <https://hackforums.net/showthread.php?tid=6239154>

**B3A** - April 17, 2023, 12:34 am

(Apr 16, 2023 01:33 PM)Yung Zel Wrote: [\[CITE\]](#) It's cool and all, but does anyone really come on HF

to play games? I personally don't. I don't know why you're going to sink more time in to attempting to make them work when it seems people just aren't interested. You could post a poll saying 'would you care if I removed Hack Game + Hackuman' and you'd get a ton of no votes I imagine.

Can agree. Maybe give crews a small SF or a private chatbox , like the one we get in hackuman  
Could be used as diff groups for diff purposes

**Dredd** - April 19, 2023, 11:52 pm

Luckily I changed my userbar before this, but I get the premise. Before it was essentially \$1 worth of bytes to change userbar so I fully support this even while owning a cartel myself ?

Would a feature similar to groups ever be implemented when I.E a crew is sold the new owner gets one free rebrand as part of the transfer fee.

I may be wrong but I always thought groups worked in that way.

**Omniscient** - April 20, 2023, 10:06 am

(Apr 19, 2023 11:52 PM)Dredd Wrote: [\[CITE\]](#) Luckily I changed my userbar before this, but I get the premise. Before it was essentially \$1 worth of bytes to change userbar so I fully support this even while owning a cartel myself ?

Would a feature similar to groups ever be implemented when I.E a crew is sold the new owner gets one free rebrand as part of the transfer fee.

I may be wrong but I always thought groups worked in that way.

Had not really considered that as an option. I don't think I would do that.

**Almonds** - September 15, 2023, 4:46 pm

After reading the thread, I do not mind much.

I purchased a crew to create potential value, and have a unique UB.