

Forum: [Hack Forums](#)

Thread: [Increasing Byte allocation OR Lowering byte cost for functions.](#)

Neil - April 15, 2023, 9:31 am

So this is something I've generally been posting in a few threads, but I'm curious as to what the rest of HF thinks about this matter.

I wasn't really as active when bytes were created, so forgive me if I'm suggesting something that may already have been tried.

But here I go.

The suggestion is essentially to allow a higher number of bytes to be allocated per user. Since the cost of goods (for bytes) seems to be a bit expensive it lowers incentives to use bytes for certain things or even to buy things (Such as groups, crews, etc due to the raising costs).

Maybe even lowering the cost of bytes needed to perform certain tasks or functions. (One or the other, tho).

I feel like giving new users a reason to stay and enjoy bytes where they may not have to grind as hard to get shit done, they could be more likely to stay and be active.

Some people may not be playing Hakumon (Me for one) due to it (imo, atm) being a waste of bytes & time. I'll fucking hatch an egg and it'll get attacked and killed within 24 hours, lol

If the access to bytes were to be easier, maybe more people would start playing and using these functions again / more often.

Just a thought/idea.

Kinda like how the US Govt was trying to beat the covid crisis in the economy by printing a shit ton of more money while spending, etc was low.

Nostre - April 15, 2023, 1:16 pm

The only thing I would suggest is adjusting Shop prices in Hackuman. I think obtaining bytes is quite easy and the total bytes in circulation has been on a slow and steady rise from what I've noticed. The top 10 Wealthiest Members hold less than a quarter of the total bytes in circulation, and most of them do not play the game at all. Given the statistics, each user on the forum holds less than 2 bytes each. If Shop prices were adjusted (let's say to 50% of the current item value), it might make the game more affordable leading to more players, but who knows?

Anyway, there are multiple ways to earn bytes IMO, simply being active is the easiest way. If bytes were easier to obtain, they would become less valuable and byte sellers would be the first ones to complain, which I wouldn't blame them for.

Quote:Kinda like how the US Govt was trying to beat the covid crisis in the economy by printing a shit ton of more money while spending, etc was low.

Which caused inflation in return.

Neil - April 15, 2023, 1:20 pm

(Apr 15, 2023 01:16 PM)Genuine Wrote: [\[CITE\]](#) Which caused inflation in return.

Inflation was definitely the result of pumping the economy with the creation of USD, but let's be real, this isn't a currency.

Bytes were never made to be used as a currency from Omni's original post.

If there's an inflation of bytes, there can always be things adjusted when needed be.

Nostre - April 15, 2023, 1:41 pm

(Apr 15, 2023 01:20 PM)Ne?! Wrote: [\[CITE\]](#) Inflation was definitely the result of pumping the economy with the creation of USD, but let's be real, this isn't a currency.

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I agree, it's not a currency however, that doesn't mean inflating HF with bytes. There needs to be some sort of counterbalance between supply and demand.

What would be your solution to fix the inflation of bytes if it were to happen?

Gary Clark Jr. - April 15, 2023, 1:42 pm

(Apr 15, 2023 01:16 PM)Genuine Wrote: [\[CITE\]](#) The only thing I would suggest is adjusting Shop prices in Hackuman. I think obtaining bytes is quite easy and the total bytes in circulation has been on a slow and steady rise from what I've noticed. The top 10 Wealthiest Members hold less than a quarter of the total bytes in circulation, and most of them do not play the game at all. Given the statistics, each user on the forum holds less than 2 bytes each. If Shop prices were adjusted (let's say to 50% of the current item value), it might make the game more affordable leading to more players, but who knows?

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Is there anyway to see how many bytes are stored in Crews' vaults that you're not in? Feels like there's a ton of bytes not being held by users.

Nostre - April 15, 2023, 1:50 pm

(Apr 15, 2023 01:42 PM)Gary Clark Jr. Wrote: [\[CITE\]](#) Is there anyway to see how many bytes are stored in Crews' vaults that you're not in? Feels like there's a ton of bytes not being held by users. You can click on a Crew from the list and see their vault balance.

A little over 180k total across all Crews.

Neil - April 15, 2023, 1:50 pm

(Apr 15, 2023 01:41 PM)Genuine Wrote: [\[CITE\]](#) I agree, it's not a currency however, that doesn't mean inflating HF with bytes. There needs to be some sort of counterbalance between supply and demand.

What would be your solution to fix the inflation of bytes if it were to happen?
Raise prices, and lower byte production again.

Give unused bytes an "Expiration" date of let's say 1-2 years so bytes can have the incentive to be used up, but this is just an idea I thought of on the spot.

In a sense, an expiration may give more incentive to get vaults/crews. Maybe allow the ability to purchase (with bytes) a personal vault to store bytes in if you would rather not have them expire over time.

Nostre - April 15, 2023, 1:57 pm

(Apr 15, 2023 01:50 PM)Ne?l Wrote: [\[CITE\]](#) Raise prices, and lower byte production again.

Give unused bytes an "Expiration" date of let's say 1-2 years so bytes can have the incentive to be used up, but this is just an idea I thought of on the spot.

If a member has no activity on their account for one year, the total number of bytes they've accumulated will be reset to 0.

Neil - April 15, 2023, 1:58 pm

(Apr 15, 2023 01:57 PM)Genuine Wrote: [\[CITE\]](#) If a member has no activity on their account for one year, the total number of bytes they've accumulated will be reset to 0.

That's a current rule?

Just checked, it is.

(Apr 15, 2023 01:57 PM)Genuine Wrote: [\[CITE\]](#) If a member has no activity on their account for one year, the total number of bytes they've accumulated will be reset to 0.

I'm talking about regardless of activity. Activity in terms of used bytes, rather than in terms of posting activity.

Like, I could be active for a year, but if I don't use those bytes (Even by not storing them in a vault), I will lose them due to 1-year inactivity. If I purchase a vault for (xxxxxx) amount of bytes, I can store up to (xxxxxxxxxxxx) bytes in there in return which have no expiration date. If that vault fills up, you'll need to purchase another one.

Nostre - April 15, 2023, 2:00 pm

(Apr 15, 2023 01:58 PM)Ne?l Wrote: [\[CITE\]](#) That's a current rule?

[All Help Docs](#)

Ctrl-F and search for "one year".

Neil - April 15, 2023, 2:06 pm

(Apr 15, 2023 01:16 PM)Genuine Wrote: [\[CITE\]](#) The only thing I would suggest is adjusting Shop prices in Hackuman. I think obtaining bytes is quite easy and the total bytes in circulation has been on a slow and steady rise from what I've noticed. The top 10 Wealthiest Members hold less than a quarter of the total bytes in circulation, and most of them do not play the game at all. Given the statistics, each user on the forum holds less than 2 bytes each. If Shop prices were adjusted (let's say to 50% of the current item value), it might make the game more affordable leading to more players, but who knows?

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complain, which I wouldn't blame them for.
In regards to this --

It could lead to more players by making the game affordable, yeah. It could lead to more members also joining and playing these games to earn bytes, rewards, etc.

I also feel like rewarding activities on the forums with bytes could lead to a valuable asset. Setting the number of bytes needed for a permanent upgrade to a user group (Let's say like 100k+ for l33t, 250k+ for ub3r, 1mil+ for vendor) could lead to more regular users staying on and farming bytes to reap the paid rewards that others with money can get. Some people may love hf and wanna be active, but just can't afford an upgrade.

I think pissing off a handful of users who sell bytes that aren't supposed to be used as a currency for IRL would get pissed off, but they'd get over it because it essentially allows them to receive and earn more bytes as well, thus being able to sell more bytes even though it's at a lower cost.

I remember reading there was a whole issue with the donation of bytes before (members making fake accs and just donating themselves bytes), but maybe change it to where you need a certain number of posts, threads, activity, etc before being able to donate bytes in general.

Nostre - April 15, 2023, 2:48 pm

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Having the ability to purchase a vault would take away from one of the things that separate a Crew from a Group.

Quote:It could lead to more players by making the game affordable, yeah. It could lead to more members also joining and playing these games to earn bytes, rewards, etc.

Realistically, the bulk of new users that join is using their bytes to download attachments. From what I've seen, the average attachment cost is usually 10 bytes give or take which is easily obtained through posting. That's why you'll see a thread like this-
[download post](#)

Quote:I also feel like rewarding activities on the forums with bytes could lead to a valuable asset. Setting the number of bytes needed for a permanent upgrade to a user group (Let's say like 100k+ for l33t, 250k+ for ub3r, 1mil+ for vendor) could lead to more regular users staying on and farming bytes to reap the paid rewards that others with money can get. Some people may love hf and wanna be active, but just can't afford an upgrade.

[L33t 60 Days for 2500 Bytes](#)

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They would eventually get over it, I agree. I do understand your perspective but creating supply can lead to a decrease in demand if bytes have less value. That's why it's important to consider everything prior to making even the slightest change.

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That was stopped by prohibiting non-upgraded members to donate bytes or give QLs anymore.

Neil - April 15, 2023, 3:12 pm

(Apr 15, 2023 02:48 PM)Genuine Wrote: [\[CITE\]](#) Having the ability to purchase a vault would take away from one of the things that separate a Crew from a Group.

This would be separate from a crew vault. The crew vault is able for the crew to hold their crew's bytes together, I'm assuming.

This would be to hold your own, essentially if there would be an expiration system on unused bytes for over a year (Even while active), basically all hypothetical ideas that would work together.

Also, one of the big things that should separate a group from a crew is the user bar, which unfortunately devalues all groups :')

(Apr 15, 2023 02:48 PM)Genuine Wrote: [\[CITE\]](#) [L33t 60 Days for 2500 Bytes](#)
L33t for 60 days is great, maybe do one for ub3r for 60 days also if you're already l33t or something like that.

I was also talking about a permanent or maybe even yearly type of upgrade.

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That was stopped by prohibiting non-upgraded members to donate bytes or give QLs anymore. Instead of having specific players ruin it for all normal users, what about normal users who may stay on the forms for a while & be HQ, they're facing the same punishments as the LQ new users. Not too fair, imo.

I guess overall, I'm suggesting a more new-user-friendly sort of environment. I get it that there are a ton of scammers, LQ users, and spammers that come on, but the focus I'd assume is to retain the good ones.

I mean, think about it, everyone who's upgraded started off as a new user when they first joined. When I was new, I bought L33t because I thought it would help me be known as more apart of the community.

Feels very pay 2 win.

I used to play / admin a ton of Minecraft servers, lol. Similar concept for the pay-2-win servers.

They're fun, and all, but the main users would be the upgraded ones who reap all the benefits of their purchasing powers while the new users may not be able to fully sustain themselves on the server for one reason or another. Overtime, servers died out.

Nostre - April 15, 2023, 3:30 pm

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Exactly, although I don't believe bytes would attract new users. It would be the content HF provides to its members.

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[RE: Bring back Ub3r Exclusive Area](#)

Neil - April 15, 2023, 3:39 pm

(Apr 15, 2023 03:30 PM)Genuine Wrote: [\[CITE\]](#) A permanent upgrade for bytes just wouldn't make sense from a business standpoint. A 60-day l33t upgrade with bytes should be seen as a trial before spending the money on a perm l33t upgrade, or taking the next step and purchasing a 1-year ub3r upgrade.

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[RE: Bring back Ub3r Exclusive Area](#)

--- In terms of permanent upgrade, doesn't have to be easy to obtain. People could be young but knowledgeable, HQ, but have no access to pay for upgrades. Shit, I was a teenager when I joined HF & barely had money to use which I had to earn to buy my upgrades. If I stayed on and saw that there was a freeway I could grind for, maybe that would be more of an incentive. Doesn't have to be easy to obtain, but could definitely work.

---- While bytes may not be the reason people join the forums, the ability to use them in a more fun way could be a reason they stay on the forums.

---- If I saw that pay2win post-Omni made, I wouldn't even state my pay2win argument, lol. Clearly the opposite of what I'd do, but he owns the forums so he has the inside scoop on everything. If that's how he wants to move forward with making the forums, I, personally think it's the opposite way of where the forums should be taken, but it's also his source of income / his forums, so my opinion doesn't mean shit. Plus, I don't have to deal with the new user LQ fucks on here, lol.

In terms of a business standpoint, yeah, it could lead to a drop in revenue. I just assumed it'd be a decent idea to incentivize new users.

In terms of wanting ubers and l33ts and people who want to join the community, I get it, I do.

I just know that a lot of people will make decisions quickly rather than later, so if they see it's more pay 2 win, maybe they might leave. If they're able to stay on for a year and actually get to enjoy HF for what it is, and what it brings, maybe they'll be more inclined to upgrade.

Nostre - April 15, 2023, 4:14 pm

Quote:In terms of permanent upgrade, doesn't have to be easy to obtain. People could be young but knowledgeable, HQ, but have no access to pay for upgrades. Shit, I was a teenager when I joined HF & barely had money to use which I had to earn to buy my upgrades. If I stayed on and saw that there was a freeway I could grind for, maybe that would be more of an incentive. Doesn't have to be easy to obtain, but could definitely work.

This is what I would do if I was a new user looking to upgrade.

Create valuable threads that contained attachments for X amount of bytes

Make 100 posts weekly for the byte bonus

Enter upgrade contests

Play the games (if I'm a gambling man) and attempt to double or triple my bytes

I would upgrade to 60-day l33t using the bytes obtained and then start doing daily check-ins along with what I'm originally doing already. Now since I'm upgraded, I can create a service and use the money profited to purchase either a perm l33t or a 1-year ub3r upgrade.

And if you didn't want to start a service, you now have a better chance at accumulating X amount of bytes with the +150% earning bonus as an l33t member when making threads/posts including the one-time 500 bytes bonus you receive for upgrading. You can exchange those bytes for Crypto and purchase an upgrade, or donate the bytes and have said user upgrade you.

Quote:While bytes may not be the reason people join the forums, the ability to use them in a more fun way could be a reason they stay on the forums.

That's why we have games. ?

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I've seen members around our join date who haven't upgraded, but then you'll see new users who haven't made a post yet purchase l33t. People will do as they please.