Forum:Hack Forums

Thread: HUM Byte nerf?

Neil - *June 29, 2023, 8:24 pm*
Since bytes are hard af to obtain (for some at least, I saw a newer mem gamble away all his bytes and tell me how it's hard af to get bytes)

is there any way there could be HUM bytes nerf in regards to hatching/incubating eggs? Maybe fewer bytes per hatch.

It's understandable that they should cost a little more to incentivize posting, but sometimes it's tough out there

esp after the group bytes nerf :')

I posted 131 times today & I think I received less than 130 bytes from them because a ton was in groups :')

Omniscient - *June 29, 2023, 8:50 pm*
(Jun 29, 2023 08:24 PM)Ne?l Wrote: *[CITE]* Since bytes are hard af to obtain (for some at least, I saw a newer mem gamble away all his bytes and tell me how it's hard af to get bytes)

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I posted 131 times today & I think I received less than 130 bytes from them because a ton was in groups :')
Well, as Ub3r you earn 2 bytes for posts and 20 for creating a thread.

So if you create 3 threads (60 bytes) and did 125 posts (250 bytes) is closer to 300 bytes. Now also in a week if you do 100 posts in a week (some forums are not included) you get another 500 Bytes.

I earn all my own bytes honestly. I basically flip them but I don't grant myself bytes unless it's for a testing situation.

But as for hatching of HUM eggs. I just looked and it's 100 HUM total to hatch then 20 per incubation action so about 200 Bytes total. I don't think that's outrageous. Anyone else think so?

Neil - *June 29, 2023, 9:01 pm*
(Jun 29, 2023 08:50 PM)Omniscient Wrote: *[CITE]* Well, as Ub3r you earn 2 bytes for posts and 20 for creating a thread.

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It’s great for ub3rs! I’m flipping & slowly ever increasing via posting in threads / posting threads, maybe for some less active more lurker type of users who may not know what to say

Hmm, in regards to earning bytes, i know the daily post grants 25 bytes (a solid amount), what about different types of things that could earn xyz amount of bytes as a “reward” for being active

Maybe like

10 threads, 100 posts a week could earn a user an extra 100 bytes as a weekly activity reward in a sense?

You could play around with numbers as you please, but it could be more of an incentivized reason for people to post more?

Omniscient - *June 29, 2023, 9:11 pm*

(Jun 29, 2023 09:01 PM)Ne?l Wrote: *[CITE]* It’s great for ub3rs! I’m flipping & slowly ever increasing via posting in threads / posting threads, maybe for some less active more lurker type of users who may not know what to say

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You could play around with numbers as you please, but it could be more of an incentivized reason for people to post more?
Not really feeling the suggestion. I just don't think it's going to make much of a difference in anything.

DemonAsylum - *June 30, 2023, 11:49 pm*

(Jun 29, 2023 08:50 PM)Omniscient Wrote: *[CITE]* Well, as Ub3r you earn 2 bytes for posts and 20 for creating a thread.

So if you create 3 threads (60 bytes) and did 125 posts (250 bytes) is closer to 300 bytes. Now also in a week if you do 100 posts in a week (some forums are not included) you get another 500 Bytes.

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But as for hatching of HUM eggs. I just looked and it's 100 HUM total to hatch then 20 per incubation action so about 200 Bytes total. I don't think that's outrageous. Anyone else think so?
Green Egg:
- Incubation = 10 Bytes
- Feeding To Hatch = 25 Bytes
- Total = 35 Bytes

Red Egg:
- Incubation = 15 Bytes
- Feeding To Hatch = 50 Bytes
- Total = 65 Bytes

Blue Egg:
- Incubation = 100 Bytes
- Feeding To Hatch = 100 Bytes
- Total = 200 Bytes

Gold Egg:
- Incubation = 250 Bytes
- Feeding To Hatch = 250 Bytes
- Total = 500 Bytes

I can understand how at first glance someone may think it's a lot for the blue or especially the gold egg, but keep in mind they're more rare as well as provide much stronger HUM compared to green and red eggs. With that said, they should definitely have a heftier cost behind hatching them to match.

I agree that the prices aren't bad. I've never really seen anyone complain about them nor did I see them as an issue in my early days of playing when I was scrounging for bytes and trying to make the most out of the little that I had. When it came to hatching, feeding, and buying basic items, the thought of any of it being too expensive never even crossed my mind. I know multiple people that have and or still are working with minimal bytes and getting by just fine without complaints as well.

I also agree that lowering the price a bit on any of it wouldn't change anything. Those that are already getting and using bytes for the game would obviously continue doing so and those that are choosing not to play the game would very likely continue that as well. Things costing just a tiny bit too much is definitely not some major issue or complaint and that's keeping a ton of people from playing. You'd have to make the cost of most things if not everything be near to nothing, which some of it arguably already is (like hatching a green egg or buying a low level potion), in order for there to be a noticeable difference from it. Such a change doesn't seem necessary or even make sense in my opinion though.

I think a better option would be trying to figure out a way that people could make a tiny bit of bytes from playing the game or get some basic items from playing the game in order to offset the cost of such and keep them wanting to engage in the game more. It shouldn't be a lot though and it also shouldn't be handed out like candy. Obviously it needs to be something that can't be abused either. This isn't to say I think it's necessary or realistic change, but rather that it would just be a more beneficial and cared about one than simply implementing a minor bytes cost reduction on things. A change to how the game operates and what it rewards for certain actions, milestones, and or achievements is much more interesting and meaningful than just cutting the cost of a few things by a small amount of bytes.

Omniscient - *July 1, 2023, 9:28 am*

(Jun 30, 2023 11:49 PM)DemonAsylum Wrote: [CITE] Green Egg:
- Incubation = 10 Bytes
- Feeding To Hatch = 25 Bytes
- Total = 35 Bytes

Red Egg:
- Incubation = 15 Bytes
- Feeding To Hatch = 50 Bytes
- Total = 65 Bytes

Blue Egg:
- Incubation = 100 Bytes
- Feeding To Hatch = 100 Bytes
- Total = 200 Bytes

Gold Egg:
- Incubation = 250 Bytes
- Feeding To Hatch = 250 Bytes
- Total = 500 Bytes

I'll consider that. Thanks for writing that up. Appreciate it.

DemonAsylum - *July 1, 2023, 9:33 am*

(Jul 1, 2023 09:28 AM)Omniscient Wrote: [CITE] I'll consider that. Thanks for writing that up. Appreciate it.

No you misunderstand, that's what it currently is haha. I was just providing it as context for the conversation. Again though, I don't see any problems with those prices nor have I ever seen another person complain about them either.

Omniscient - *July 1, 2023, 9:52 am*

(Jul 1, 2023 09:33 AM)DemonAsylum Wrote: [CITE] No you misunderstand, that's what it currently is haha. I was just providing it as context for the conversation. Again though, I don't see any problems with those prices nor have I ever seen another person complain about them either.

That's what I get for half-reading. :(

Yeah, that does seem reasonable enough as it is.

Omniscient - *July 1, 2023, 9:56 am*

(Jul 1, 2023 09:55 AM)-Scrub Wrote: [CITE] I agree it should cost less to play the hum game since the only benefit to play it is in hopes to get an award that if you’re not in the plug crew you will never get. Right now the game is a big bytes sink ship which is probably a big reason not a lot of people play it.

You must be sober. You actually made a good point.

Omniscient - *July 1, 2023, 10:15 am*

(Jul 1, 2023 09:56 AM)-Scrub Wrote: [CITE] You must be drunk, I’ve never not made a good point. Yerrrrrd me.

HF needs meme responses.

StuffSneak - *July 1, 2023, 10:56 am*

(Jul 1, 2023 09:55 AM)-Scrub Wrote: [CITE] I agree it should cost less to play the hum game since the only benefit to play it is in hopes to get an award that if you’re not in the plug crew you will never get. Right now the game is a big bytes sink ship which is probably a big reason not a lot of people play it.

wow that's a real and valid response. Agreed.

Also maybe there needs to be a "How to Play" button somewhere on https://hackforums.net/hackuman.php page for people who open it and wonder what the heck this is.

Neil - *July 1, 2023, 11:10 am*

(Jul 1, 2023 09:55 AM)-Scrub Wrote: [CITE] I agree it should cost less to play the hum game since the only benefit to play it is in hopes to get an award that if you're not in the plug crew you will never get. Right now the game is a big bytes sink ship which is probably a big reason not a lot of people play it.

Just Hatched the golden egg & got killed within 5 mins :,)

500 bytes down the drain and one more season of giving up on HUM

DemonAsylum - *July 1, 2023, 11:20 am*

(Jul 1, 2023 09:52 AM)Omniscient Wrote: [CITE] That's what I get for half-reading. :(

Yeah, that does seem reasonable enough as it is.
No worries, we all do it sometimes to be fair ?

(Jul 1, 2023 09:55 AM)-Scrub Wrote: [CITE] I agree it should cost less to play the hum game since the only benefit to play it is in hopes to get an award that if you're not in the plug crew you will never get. Right now the game is a big bytes sink ship which is probably a big reason not a lot of people play it.

The core point you're making is definitely a valid one, but it should be known that doing something like simply lowering the price of things is only a Band-Aid on the situation so to speak. Ideally, we'd want to see there be more pivotal changes and additions brought to the game that provided more interest, incentive, and consistent engagement. I know that would require a lot more time and work though so isn't too realistic or any time soon anyway. That's of course totally understandable as well. With that said, if Omni wanted to do something quicker and easier like lower the cost of things in the meantime, I suppose I'd get why. I still don't think it would change much unless most things, if not everything was made dirt cheap, but who knows.

Back to your point though, given that the only reason for the average person to play the game is to chase any of the 3 awards and that are pretty tough as well as quite frankly unlikely to get unless you're with The Plug crew, I can see why many would be turned off from playing. Maybe if there was more to go after or if the game provided a way to make some bytes or items while playing so that you're not only just literally throwing bytes away constantly. Easier said than done to think of specific ideas for and even more so implement though, I know.

DemonAsylum - *July 1, 2023, 11:26 am*

(Jul 1, 2023 10:56 AM)StuffSneak Wrote: [CITE] wow that's a real and valid response. Agreed.

Also maybe there needs to be a "How to Play" button somewhere on https://hackforums.net/hackuman.php page for people who open it and wonder what the heck this is.

Omni mentioned to me the other day about how there isn't an official Help Docs for HUM currently. I assume he was eluding to feeling as though it may be deserving of one and I agree. There are of course a couple of quite detailed threads regarding the game as a whole or individual updates and aspects of it, but having an official HF page with thorough and accurate info anyone wanting to get into the game should know makes sense and seems very appealing. He could then of course also link that page somewhere within the game if he wanted to.

(Jul 1, 2023 11:22 AM)-Scrub Wrote: [CITE] I agree it is just a bandaid but things don't happen

overnight round here ?
100% and again we obviously understand as well as respect why that is. It's unfortunate, but nothing to cry over either haha. So yeah, maybe much quicker and easier "Band-Aid" changes are the way to go in the meantime. For this case though, I personally don't think there are a bunch of people being turned off from the game simply due to things costing for instance 25-50 bytes more than they think they should. I believe it goes deeper than that as we've sort of covered a bit and so unless most things if not everything is made dirt cheap, or a way to make bytes back from the game somehow gets implemented, I don't expect we'd see a noticeable influx of players from a simple minor price reduction.

source - *July 1, 2023, 11:37 am*
I think the 100 to hatch is ridiculous , hard to even get close to the byte sellers at this rate. I've never touched hackuman after hatching 1 egg just to have it killed right away. I think 50 is more reasonable for hatching with how difficult it is to obtain bytes. I probably won't ever play it until the rates are more affordable.

DemonAsylum - *July 1, 2023, 11:40 am*
(Jul 1, 2023 11:37 AM)source Wrote: [CITE] I think the 100 to hatch is ridiculous , hard to even get close to the byte sellers at this rate. I've never touched hackuman after hatching 1 egg just to have it killed right away. I think 50 is more reasonable for hatching with how difficult it is to obtain bytes. I probably won't ever play it until the rates are more affordable.
Green and red eggs don't cost 100+ to hatch. Only blue and gold eggs do which you can just take my word for it are much stronger off the bat than green and red eggs. With that said, they should have a higher cost in hatching them to match. I'll put the prices for hatching all 4 egg colors below.

Green Egg:
- Incubation = 10 Bytes
- Feeding To Hatch = 25 Bytes
- Total = 35 Bytes

Red Egg:
- Incubation = 15 Bytes
- Feeding To Hatch = 50 Bytes
- Total = 65 Bytes

Blue Egg:
- Incubation = 100 Bytes
- Feeding To Hatch = 100 Bytes
- Total = 200 Bytes

Gold Egg:
- Incubation = 250 Bytes
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- Total = 500 Bytes

Neil - *July 1, 2023, 12:09 pm*
(Jul 1, 2023 11:40 AM)DemonAsylum Wrote: [CITE] Green Egg:
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Gold Egg:
- Incubation = 250 Bytes
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So if gold eggs cost 500 bytes & have an expiration date on them, getting a gold egg is essentially useless in regards to members who aren't spam posting on hf for bytes.

Plus, if i were a newer member and got a gold egg, spent all this time to earn bytes just to have my HUM Die on day 1

I'd never play HUM again

I'm not a new member & this literally happened to me the other day…. Last day i played HUM this season lol

DemonAsylum - *July 1, 2023, 12:21 pm*

(Jul 1, 2023 12:09 PM)Ne?l Wrote: [CITE] So if gold eggs cost 500 bytes & have an expiration date on them, getting a gold egg is essentially useless in regards to members who aren't spam posting on hf for bytes.

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I'm not a new member & this literally happened to me the other day…. Last day i played HUM this season lol

Eggs expire after a week, but they only need to be incubated in order to stop that. So all that needs to be paid in that time is the incubation price, 250 bytes in the case of a gold egg. As for how quickly the HUM dies, that partly just comes down to how the person goes about playing the game. Past that, they can't really help if they have a few people from The Plug crew waiting to jump them for instance unfortunately. That's just how it is trying to play the game solo and when there is an established crew of players with decent HUM already and that stays on top of things. With that said, what you're saying about it turning off a new member or anyone for that matter is completely understandable. Better to wait and take a solid crack at the new season when everything is reset. If you get off to a decent start, can get a foothold, etc, than run with it. If not than just say fuck it again and don't bother worrying about the game anymore I guess lol. I certainly wouldn't blame anyone for such as it makes sense and especially given the bytes cost and with no return or reward of anything.

Neil - *July 1, 2023, 12:25 pm*

(Jul 1, 2023 12:21 PM)DemonAsylum Wrote: [CITE] Eggs expire after a week, but they only need to be incubated in order to stop that. So all that needs to be paid in that time is the incubation price, 250 bytes in the case of a gold egg. As for how quickly the HUM dies, that partly just comes down to how the person goes about playing the game. Past that, they can't really help if they have a few people from The Plug crew waiting to jump them for instance unfortunately. That's just how it is

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I definitely understand the aspect of needing to join crews, but the worst part is that most of the crews aren’t really used for HUM gaming purposes.

I definitely think that once all the crews that play get their awards, the activity may be even lower after that for the game itsef

DemonAsylum - *July 1, 2023, 12:30 pm*
(Jul 1, 2023 12:25 PM)Ne?l Wrote: [CITE] I definitely understand the aspect of needing to join crews, but the worst part is that most of the crews aren’t really used for HUM gaming purposes.

I definitely think that once all the crews that play get their awards, the activity may be even lower after that for the game itsef
Yeah you're definitely not wrong. Multiple crews are just sort of there not really being repped or having anything done with them. Then some are just used for a friend group kind of thing. Obviously some are just a thing for their name or their UB as well. I'm pretty sure it's genuinely just The Plug that consistently uses it for actual HF gaming related stuff. To be fair though there isn't much crew specific stuff you can even do in HF games or much in the way of benefits that come from them. If that changes and especially if more changes and additions come to the games overall in order to make them more interesting and appealing, than no doubt there will be more member and crew activity within them. One day hopefully.

Omniscient - *July 1, 2023, 12:33 pm*
I think more Crew vs Crew actions would be necessary to really push them into more activity.

Omniscient - *July 1, 2023, 1:14 pm*
Maybe I should offer some Crew owners Bytes to close?

DemonAsylum - *July 1, 2023, 1:18 pm*
(Jul 1, 2023 12:33 PM)Omniscient Wrote: [CITE] I think more Crew vs Crew actions would be necessary to really push them into more activity.
Yeah I mean that makes sense. If more incentive and benefit is provided for actually being in a crew and for the sake of Hack Game or Hackuman, than naturally it will result in more interest and use for such. Wasn't that kind of thing supposed to be the point of crews anyway? Like crew vs crew stuff in these games I mean?

(Jul 1, 2023 12:47 PM)-Scrub Wrote: [CITE] Idk if it would push them into more active there are over 20 crews to many in my opinion, how many active members do we have and then how many members are already in a different crew, to many crews with to less of people. It takes a lot to play this game as a crew so crew vs crew is awesome concept but there are too many actual crews for it to be effective. Only ONE crew which is kine uses it strictly for the reason they were meant to (to play hf games) reaper crew is a close second because some members do still play that are in there, so rn a max of 2 crews playing it.
I agree that there are too many crews and all of which except for The Plug and ReaperCrew aren't being used for HF games whatsoever. Now to be fair, there is only so much you can even do or benefit from with a crew in the games so it's not exactly a huge shocker that things are the way they

are. I can also see how people in a crew or wanting to join one for the games may look at HUM, see us already dominating, and just say fuck it, it's not worth it, or things of that nature. I certainly can't blame them. However, it's still unfortunate to see that they've taken a hit and turned into basically just mini groups with people mainly caring about having a name or UB from it for their profile.

(Jul 1, 2023 01:14 PM)Omniscient Wrote: [CITE] Maybe I should offer some Crew owners Bytes to close?
I suppose it depends on how many bytes you'd offer them to do so. Depending on what they paid for it in the first place and how much they care about the name and or UB would likely play a large factor.

Out of the 31 crews there currently are though, 15 only have 1-3 members. I feel like that kind of speaks for itself regarding their lack of use and even more so for what they're meant to be used for. On top of that, multiple have inactive owners and 1 crew with 8 members is even owned by a member that was closed for scamming lol.