

Forum:[Hack Forums](#)

Thread: [Hack Game crew suggestion](#)

jcole - March 20, 2025, 7:45 pm

Lately groups have been getting more attention because of the prestige feature being added. I'd like to see some more people becoming interested in crews. I know certain fees are implemented into crews for obvious reasons. Crew owners shouldn't be allowed to change their user bar at any given time. I purchased a Cartel crew earlier this year, but the price on changing the description is 50,000 bytes and an additional 50,000 for the user bar change. I'm sure there is always going to be a price on this option, but what if a crew owner could change their description and user bar upon crew transfer to a new owner?

Similar to the group transfer although I believe there is a \$250 fee direct to the site owner. Possibly a reduced fee or no fee, but a cooldown implemented for the crew owner so that changing the crew UB isn't abused. A one month, three month, or even a year cooldown implemented?

jcole - March 20, 2025, 7:54 pm

(Mar 20, 2025 07:50 PM)vrs Wrote: [\[CITE\]](#) I've got no seat at the owners table so will refrain from opining on costs etc, but I will say that it would be great to see the crews refreshed. Perhaps this is the way to do it. It could even be cool to see crews utilized as sectors of groups as [Proof](#) mentioned recently.

The bytes economy is probably not what it used to be, so 50k are probably not as common to come by these days.

I do like that idea too, but didn't want to spin off too much on the original post. Crews could be almost like a subsidiary for groups, especially those that are capped out. Could be used as a sort of trial period for users to show their worth and see if they meet the criteria to get into a certain group.

Proof - March 20, 2025, 8:23 pm

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Can also contribute to group prestige through hack game tasks/jobs/etc. Some metric would need to be established.

Cap it at 2-3 crews max per group.

Quite a few ideas on this actually

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Everything crew related is a bit expensive given the lack of current utility. But it could be worth it if leveraged with groups.

jcole - March 21, 2025, 5:57 am

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I like the idea of earning XP on the Hack Game and being able to contribute to group prestige. A good way to incentivize people to become more active in the game.

Proof - March 21, 2025, 10:50 am

(Mar 21, 2025 05:57 AM)jcole Wrote: [\[CITE\]](#) I like the idea of earning XP on the Hack Game and being able to contribute to group prestige. A good way to incentivize people to become more active in the game.

I think the metric should exist for crews independently and then [Omniscient](#) would need to figure out a proper weight to apply to it when factoring in the group's prestige score to yield the final total prestige score.

This is an easy way to get crews back in the fold and give group owners a loophole to the 100 user max WHILE stimulating another facet of HF.

jcole - March 22, 2025, 9:06 am

(Mar 21, 2025 10:50 AM)Proof Wrote: [\[CITE\]](#) I think the metric should exist for crews independently and then [Omniscient](#) would need to figure out a proper weight to apply to it when factoring in the group's prestige score to yield the final total prestige score.

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Hoping Omni can take into consideration some of the suggestions posted here.

Chrome - March 24, 2025, 12:40 am

I still don't understand the point of crews. I know there was a game called hackuman and I've played a bit of hack game (very boring game and takes forever to progress, maybe I'm doing something wrong).

I don't think money should be spent on crews until there's actually benefits.

I would say a 12 month timer should be applied to updating the userbar.

Omniscient - March 24, 2025, 9:57 am

(Mar 24, 2025 12:40 AM)Chrome Wrote: [\[CITE\]](#) I still don't understand the point of crews. I know there was a game called hackuman and I've played a bit of hack game (very boring game and takes forever to progress, maybe I'm doing something wrong).

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The initial Crew design was for gamification. Never fully realized that vision once I lost my developer.

Tyr - March 24, 2025, 12:15 pm

Quote: I purchased a Cartel crew earlier this year, but the price on changing the description is 50,000 bytes and an additional 50,000 for the user bar change. I'm sure there is always going to be a price on this option, but what if a crew owner could change their description and user bar upon crew transfer to a new owner?

I like this idea a lot. I do not know how Omni may feel but I think it would work nicely.

Omniscient - March 24, 2025, 2:13 pm

Prefer to dismantle the entire Crew system.

Omniscient - March 24, 2025, 3:19 pm

Just made a thread offering to refund your Crew purchase. You should take it.

jcole - March 24, 2025, 6:07 pm

Closing this thread as [Omniscient](#) has granted me a way out of my Cartel.