

## Good news for good puzzle creators?

Posted by daniel - 2009/07/04 04:05

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Hey, I've been noticing many puzzles with negative votes apparently resisting the fatal crush of replacement.

I hope the guys at the PQ2 HQ have changed the puzzle replacement algorithm to something that makes a little more sense than what we've been having: good puzzles disappearing after just a negative vote, even if with dozens of positive ones.

The oldest one I have in blue (negative vote given) is #17926 which is a really bad puzzle, 35/3 benchmarked and you just have to walk 3 seconds to the goal... It too should have been gone already. Currently has 1 positive and 2 negative.

Anybody relate to that?

Should that turn out to be true, it's great news and the incentive to make better/more puzzles ought to increase. It's a return to the past. I remember seeing the most played puzzles with negative votes - you can't please everybody... ;-)

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## Re:Good news for good puzzle creators?

Posted by library\_guy - 2010/05/23 01:33

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Dani,

I had simply chalked this phenomenon up to the total number of allowable puzzles on the server being not entirely filled up.

Then historically the oldest puzzles with negative votes would start expiring.

Isn't that how the puzzle elimination takes place?

--Adam

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## Re:Good news for good puzzle creators?

Posted by Plastic - 2010/05/23 21:45

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library\_guy wrote:  
Dani,

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Isn't that how the puzzle elimination takes place?

--Adam

That is the method as it appears to us but like dani noted above nowpro could potentially change the way the server handles votes.

However I personally believe that it is most likely due one of two reasons,

- 1) a decline in new puzzles being uploaded.
- 2) nowpro may be on break again.

some of you may remember last year when our benefactors at nowpro took a few weeks off and bad votes started loading up, the entire network update was down for like a week or so, then one day after emailing nowpro cs (customer service) I got a reply stating they had been on break and forgot to set the server to auto or something. lol, got to love it or it would drive you mad.

Although I would be so pleased if they had in fact had made some change to the voting system, but who would they bill for this work after the release of the game?

im sure sales have fallen flat world wide and as good of a game as it is PQ2 just didnt get a big as a (no brainer game) and there for I highly doubt that anyone is funding anything other then the basic upkeep, sad I know.

maybe... and im sure this is a stretch but,

imagine if we (this community) started emailing the professor who developed pq1 and 2, shared with him our love for the game and our hopes for its future, meh.... we can dream right?

PS.

Some exceptional individual stole my psp w/pq2 and my save files.

beware false developers with my old moniker.

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## Re:Good news for good puzzle creators?

Posted by daniel - 2010/07/12 03:44

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Sorry to read about that (your PSP+PQ2 being stolen).

We will always be cherishing your great puzzle developing insights.

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## Re:Good news for good puzzle creators?

Posted by Ar`Z - 2011/05/19 16:28

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How's about this?

Puzzles with 4 or more negative votes and has a percentage of higher than 50% negative votes would be deleted.

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## Re:Good news for good puzzle creators?

Posted by library\_guy - 2011/05/19 23:15

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Ar'z,

I would think that a reasonable proposal except that certain puzzles should probably die after two immediate negative votes so as not to overly clutter the puzzle database. This would be an important safeguard esp. when one user simply spams the same (or very similar) puzzle over and over to the User created puzzle database.

In that case, the faster these duplicates are deleted, the better for all involved.

Take care,

Adam

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## Re:Good news for good puzzle creators?

Posted by Ar`Z - 2011/05/21 07:23

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How's about people could report identical puzzles and mods could decide to eliminate it or not.

But that still doesn't solve that the database is limited and puzzles must be deleted to give room for more.

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