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Subject: donate command

Posted by [msgtpain](#) on Wed, 25 Aug 2004 00:28:50 GMT

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I disagree, and we're having a lot of fun with it on our server over the last day..

There are so many things that can go wrong, and change the dynamics, that all this does is add a new dimension for people to "wonder" about, and change their play style.

The money box that I pick up at the beginning of the game almost always gives me 200 credits anyway.. I'm almost always in an APC right after the game starts in maps such as City, Hourglass, etc anyway.. any smart person in a game can have an APC rush going in the first 60 seconds because of those alone.

The thing about the donate command is that if you aren't smart with it, you can shoot yourself in the head. If everyone on your team donates to a few people to buy an APC or two, and for some others to get a hotwire; what happens when the other team is expecting it, stops your rush easily, then all have 500 credits while your entire team is broke? You're pretty much screwed.. that's what.

If people are doing your scenario Blazer, then they simply aren't bright enough to be playing anyway.. In the games that I played, right when the game started, I would PM someone like Giz, or Nas and say "GET AN APC", then run !donate right after it to give them the extra 250 they needed.. When they see my PM, then my donate right after it.. they don't have to be a rocket scientist to see what the game plan is.. I grab an engine, jump in the APC, pick up a few more on the way out, and off we go..

If you have to have a "rush discussion", your rush is already over.. But that's been the way rushes go since the game began.. If you spend 3 minutes trying to convince everyone to stop attacking the harvester and get in your buggy, it ain't going to work..

We'll play this out for a few nights and see what all the comments are, but so far, we've had a great response.. and even Giz.. who totally shot it down above, said "It was fun" in the thread on our forums...

Don't knock it till you try it

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