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Subject: donate command

Posted by [Scythar](#) on Sun, 29 Aug 2004 22:10:28 GMT

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Or, as I've posted elsewhere, you could make somekind of taxation mechanism. For example, if you donate 100 credits to someone, he only gets 80% of it and the rest of the cash disappears. This way your team could still benefit from the feature and make, for example, an early rush, but it would cost more for you than the usual way of waiting for everyone to have 800 credits.

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