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Subject: Re: An opinion piece - Donating  
Posted by [Goztow](#) on Sat, 09 Jun 2007 08:40:31 GMT  
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The main point why I don't like donating is the same why I don't like start credits: it takes away one of the most fun moments in the game: the start. Instead of basic infantry rushing to harv or buildings, you can directly get vehicles/stronger characters.

It's often in the start of the game that the difference is made, though.

However, I don't find donate unbalances as both can do it. Take it that gdi gets an early orca up -> well, Nod could have gotte an early heli up. It's true that donating chanes tactics at the start of the game in a way I don't 100 % like but that's about it.

And I can understand that public servers do implement starting credits and donating to get the action going faster.

IMO starting credits are way worse than donating anyway. If you start wiuth 0, then there's not much to donate until you saved your harv anyway, is there .

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