
Subject: Re: An opinion piece - Donating

Posted by [Crimson](#) on Sat, 09 Jun 2007 21:46:51 GMT

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puddle_splasher wrote on Sat, 09 June 2007 09:18Crimson wrote on Fri, 08 June 2007 14:39 I have found overall it's more enjoyable to the majority of people to give them 350 credits each and donate capabilities which lets everyone get into the action right away.

Personally, I believe 350 is TOO high. Instant hotty/tech and very few players want to leave the buildings to assist in support for the vehicles. All that in the name of a rec.

In a competitive game, I agree that the opening rush with no money is important to the outcome of the game, and even donating at the start is probably not very fair either, but as a public server owner, I watch what my players say they want. I've tried 0, I've tried 100, I've tried 200, I won't try 300 because it means buggy for Nod and no humvee for GDI... but 350 is the number that lets the game get underway, and this thread in my forums is filled with my regulars who like it that way.
