
Subject: Re: An opinion piece - Donating

Posted by [Spoony](#) on Sun, 10 Jun 2007 14:22:39 GMT

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StealthEye wrote on Sun, 10 June 2007 09:15- what about stating that it's unbalanced
Sure, state it, but you have no arguments other than comparing two uncomparable things
(donating vs no donating).

uh... did you even read the first post, or just skim through it until you found a fraction you could
argue against?

StealthEye wrote on Sun, 10 June 2007 09:15- AND unintended by the designers.

That doesn't make it bad. What are mods made for again?

It's a potential argument against it. It isn't enough not to do it, but it's something to consider.

Westwood designed the game's economy system and they did a damn good job of it. Donate
changes that, and strategically speaking, not for the better.

If your statement is like Crimson's: "ok, maybe not ideal for competitive clan games, but my
server's community prefer it this way", I can't touch it. If it's "it's better gameplay and more
balanced", prepare to be ripped to shreds.

StealthEye wrote on Sun, 10 June 2007 09:15- AND uncounterable save by doing exactly the
same thing

Read my vehicles analogy.

The vehicles analogy is a waste of text space, because vehicles were implemented by Westwood.
