
Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by [Dreganius](#) on Tue, 02 Sep 2008 05:43:02 GMT
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I vote for 1,000 credits lost for suicide. I mean, you could simply run out, fight and kill heaps of people, and as someone is about to kill you just suicide, making no ramifications but for a small loss in income. You get 3/5ths of that back in one Harvester dump.

I have a better idea.

Get the !killme command (typed into F2) and make that universal, if within 20, maybe 30 meters of one of your side's Purchase Terminals.

- Karandras
