Subject: donate command
Posted by falcon030 on Tue, 24 Aug 2004 02:49:06 GMT

GizbotvasI was in a game that had the !donate command and I was greatly annoyed. I personally took out the enemy Refinery, but it was halfway through the game. The point-mongers had enough credits to supply their team with sbh nukers for the rest of the map.

When I take out an enemy Refinery, it is SUPPOSED to be an inconvenience, not an obstacle to bypass with cheap, whiny hand-outs never intended by game deisgners.

In my opinion this command is almost as bad as cheating. When you have no refinery, you have no income. If you want the ability to buy beacons and Sakuras for your teammates, then keep your Refinery and harvester alive. This bulls*** end-around to make gameplay easier belongs in unladdered, Gamespy games where extras and cheats run rampant.

How is donate almost as bad as cheating? Cheating ruins games and makes everything pointless. Donate however creates teamwork and lets people who have no credits get back into the game and be able to help their team do something. Why the hell shouldn't someone with extra credits be able to give them to someone else.

But oh yes, I can see how donate is almost as bad as cheating. :rolleyes: