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Subject: donate command

Posted by [PermaGrin](#) on Tue, 24 Aug 2004 07:27:32 GMT

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BlazerI have no desire to play in a game where the winning outcome is based on who rushed within the first 60 seconds, instead of strategy, skill, and teamwork (real teamwork not collecting money).

BlazerA team of experienced players could wreak havoc by pooling credits and doing an APC rush full of hotwires in the first 60 seconds.

WTF? You want to win based on strategy, skill, and teamwork. Would not a team of experinced (skill) players wreaking havoc by pooling credits and APC rushing (strategy and teamwork) within the first 60 seconds have?

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