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Subject: donate command

Posted by [Vomancha](#) on Tue, 24 Aug 2004 13:45:15 GMT

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I for one am all in favour of the !donate command. It adds a whole new dimension of strategy and teamwork to the game. You complain that the "pointwhores" can give money to their team mates and this was "unfair" because you destroyed your opposing team's refinery. Guess what, stop the pointwhores! If you allow a pointwhore to obtain creds for his team then more fool you for allowing them to do it and not pooling your resources to kill them.

Many a time I have encouraged my team to collectively pool cash for an early APC rush and yes the first few times it worked and I would try it 100% of the time. But it doesnt work on every map (field is a example of a map where it rarely works) and it doesnt work all the time. Yes at first it worked almost all the time, but now people are getting wise to it. Depending on my team and my opponents depends on whether I try the early rush or the defensive strategy. Tactics now plays as much a role in a map than individual skill will. But this isnt the only teamwork it promotes. Very rarely does anyone ever offer to buy someone a tank. I've seen it probably less than 10 times. How many times have I seen "can i have 200 creds please to get a stank" or "can i get 150 creds to buy a sniper" and someone has immediately gone "!donate soandso 200". Thats what teamwork is about, helping other people out on your team. We've all joined a game with no Refinery and 100 starting creds. I personally find it boring having no credits to afford something worthwhile to help the team. Ok yes it was my team's fault for letting the refinery die but why not allow us to work as a team to turn around such a loss. Whenever I kill a building in Renegade I never think of it as a game winner whether it be the Power Plant, Barracks, Hand, Refinery or Airstrip. The game isnt over till its over. If you want to win then your team has to work for it. The !donate command supports teamwork and I'm all for it.

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