
Subject: Re: An opinion piece - Donating

Posted by [m1a1_abrams](#) on Fri, 08 Jun 2007 13:34:00 GMT

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I agree with Spoony. A first minute aircraft on flying maps is a huge advantage. It doesn't mean the other team can't win, but it makes a lot harder from the start. Instant map control for one side can be very difficult to overcome and they get points headstart also. It's a bit easier to counter on non-flying maps, but something like getting Arties out on Mesa is still very difficult to come back from.

Unless the other team wants to rely on being able to still win from an disadvantage, they should also donate, which can be countered by the other team donating to two people, etc. If you follow that through to it's logical conclusion, you have one half of the team donating to the other half at the start of every game. Also, it's just a bit distasteful when you see the same people begging for their donation at the start of each game, because they know how big an advantage they're getting.

Other than that, games on most servers only last about half an hour, so donations mess with the mechanics of destroying the enemy Refinery and starving them of credits. A few rich players can keep a team going long enough to close out a game, when they should be at a more serious disadvantage. In my opinion, if you lose your Refinery, that should be it, no more credits unless you already had them yourself. The economy is forgiving enough, because losing the Harvester isn't as big a deal as it should be.
