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Subject: Re: Fuck the new system to get unlocks in TF2 is gay!

Posted by [nope.avi](#) on Sat, 23 May 2009 19:38:44 GMT

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nikki6ixx wrote on Sat, 23 May 2009 13:11 So like, what's the deal? I got the free trial of this game yesterday, so what's the difference between the old unlock system, and the new one?

Before there were a list of achievements for a certain class that valve would put out along with the new unlockable weapons. To get the new unlockables you'd have to do finish these achievements (aka for the pyro some of the achievements were "set 5 people on fire in 30 seconds" or "Get 500,000 total damage") What ended up happening was people could just go into a achievement server with some friends and crank these achievements out in about 45 minutes to get the new unlockables. Since certain whiny people (msleeper) got really mad and couldn't stand that someone might not have other things to do during the day than play for 8 hours straight getting meaningless achievements, valve decided to change the system

To stop the whining Valve decided that for the new spy/sniper unlocks that came out on Thursday that all the weapons would be completely randomly handed out at random times to random people.

Of course Valve messed the system up and the new unlockables would come once every 100 games, and most of the time people would get duplicates of what they already had. This pissed so many people off that the tf2 forums are now completely filled with pure hatred for tf2.

If you don't believe me just look at the last 10 pages of the tf2 forums and see if there isn't one thread that isn't about the how the new unlocks are messed.