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

Posted by [Nukelt15](#) on Sun, 24 May 2009 01:29:01 GMT

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I've always thought that they should have just given the new weapons to everyone when they released the updates. Goodness knows we've all paid for the fucking things already; ANY unlock system is going to favor people who have no life and shit-tons of time to spend playing TF2.

The most irritating achievements, IMHO, were the ones that required you to have X amount of Steam friends. I tend to only friend people who I either know IRL or have played with for years and years, so my friends list on Steam is rather short. And what about new players, who have none? Fuck them, they have to go suck strangers' cocks so they can get their achievements. Don't even get me into why I hate the entire concept of achievements in online games in the first place; that's a rant for another time.

That said, the new system SUCKS DONKEY SHIT. Random unlocks? You have to be fucking kidding me. The way it works in TF2, the same way it works in every fucking game ever made, is that people choose a specific weapon/class as their "favorite" and play with that most of the time. The way Valve has things set up now, you could randomly get every single weapon for every class except the one you actually want to be playing. That strikes me as... I dunno, absolutely fucking stupid. At least with achievement-based unlocks, you can work towards the weapons you want and just leave it at that if you don't care beyond that.

If Valve was really dead-set on this new randomized system, they'd have made it so that players were randomly issued credits toward unlocks, not the unlocks themselves. At least then people would be able to choose the ones they actually want. Nevermind that requiring any such fucking thing, in an online game where players could actually be at a disadvantage because they don't have the spiffy shit everyone else has, is a really bad idea.

I'd have expected better of Valve, I really would have. Except that they've been handling TF2 updates poorly since the very first fucking one. I love the game, but the schmucks responsible for brainstorming on the patches need to be shot.

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