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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 15:26:39 GMT

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"When it works?"

It'll never work, because it misses the entire point of having class-based gameplay. Unless you regularly play all 9 classes, you're always going to be disappointed when you're granted an unlock for a class you don't use. You might, might decide to play as that other class for a while to see if the new weapon changes how you feel about playing that class, but odds are you'll just abandon it again. That's no different from the way it's been since the Medic update came out.

I'll grant you that the new system may help to alleviate the one-class teams that tend to pop up around update time, but that's the only upshot. Unless you create a system where unlock chances are weighted based on your play time as a given class (say you've played Pyro for 100hrs and Spy for 30hrs... you'd be more likely to get Pyro unlocks than Spy unlocks), this system will always be unpopular.

And frankly, I find one-class teams utterly hilarious. All you have to do is play the counter-class and they fall apart. I'd imagine that's also why Valve released two updates at once this time- Spy counters Sniper, and Spy has so many counters already (plus the most important one: paying attention) that nothing else should need to be done.

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While we're on the subject of unlockables, what the fuck was Valve thinking when they introduced the unlock removal feature? I dunno if it's changed since the latest update, but when they brought it in you could never get your item back if it happened to get deleted. That just seems to be asking for Murphy to come pay a visit, y'know? Click the wrong button once and you're totally fucked. What sort of peabrained douchebag would want a feature like that?

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