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

Posted by [Ryu](#) on Mon, 25 May 2009 11:39:21 GMT

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This system is better, face it, You don't need to play a Sniper/Spy/Pyro/Medic/Heavy/Scout, grind the achievements and get the unlocks, you can still play the engineer and get unlocks for the scout.

That way you don't have a team filled with one class trying to get all the unlocks first, works better for everyone, and besides, I hated the fact you need x amount of achievements for an unlock, it took forever and I didn't really have the time (unlike some basement/attic dwelling nerds).

Valve is just appealing to a wider audience.

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