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

Posted by [nope.avi](#) on Mon, 25 May 2009 19:53:04 GMT

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Ryu wrote on Mon, 25 May 2009 07:39 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.

The new system would be better, except the drops are way to irregular to make it even remotely fun for the people who actually WANT the items, not the people who could care less and would maybe use them if they got the items. I left my computer for 15 hours idling today in an achievement server and all I got was a backburner, that shit's messed up. I don't think it's a coincidence that valve decided to make a free weekend on the same weekend that they released the biggest content update yet. They only wanted to give the people who were quite new to the game the chance to get the items and hopefully think "hey this is fun" and buy the game.

The only people who were whining about the old system were the retards who were to stupid or arrogant to go into an achievement server and get the achievements. With the pyro update I literally cranked out 20 achievements in about 45 minutes, and I loved those updates. That's why valve made me so mad with the new update, they should at least give some control to the point where a person could at least not theoretically never get the items.

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