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Subject: Re: Get paid to play!

Posted by [Goztow](#) on Sat, 29 Aug 2009 20:48:56 GMT

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nikki6ixx wrote on Sat, 29 August 2009 22:10 I'm not sure what the issue would be? It's a great way to get people playing, and more competitively. TheKoss is doing a Renegade giveaway for their COD5 players, and the RGCT has cash prizes for the winning communities. What's the difference here?

There's a difference in proportionality to start with. The Renegames cost us almost 4 £ per piece. The objective is also different. The main target is to get new players on Renegade, while the objective of exodus seems to be to get existing players to play on their server instead of other servers.

100 \$ is a lot of money for a lot of people. It has something "unreal" to me that you're just giving it out for spending time in your server. I wonder if this is what will decide in the future who's going to attract the small players base that's left: the one that can put up most cash prizes. It has something unethical to me.

/rant

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