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

Posted by [Sir Kane](#) on Fri, 22 May 2009 21:08:21 GMT

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Topic title says it all.

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

Posted by [u6795](#) on Fri, 22 May 2009 21:16:42 GMT

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

Posted by [LiL KiLLa](#) on Fri, 22 May 2009 21:19:07 GMT

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Sir Kane speaks!

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

Posted by [Carrierll](#) on Fri, 22 May 2009 21:38:35 GMT

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I'm going to allow this a little longer to become a proper conversation, else I shall deal with it.

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

Posted by [The Party](#) on Sat, 23 May 2009 01:13:37 GMT

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^ No need to be a mod butt.

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

Posted by [nope.avi](#) on Sat, 23 May 2009 01:18:30 GMT

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Yeah it fucking sucks, good thing is that it's a bug on valve's part and is supposed to be fixed by tonight, or tomorrow.

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [mr£Ä\\$Ä-z](#) on Sat, 23 May 2009 08:07:36 GMT
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Sir Kane wrote on Fri, 22 May 2009 16:08Topic title says it all.
NO U

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [MGamer](#) on Sat, 23 May 2009 09:30:14 GMT
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Baker wrote on Fri, 22 May 2009 20:18Yeah it fucking sucks, good thing is that it's a bug on valve's part and is supposed to be fixed by tonight, or tomorrow.

What bug? o.o

[They already fixed it btw {i think}]

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Scrin](#) on Sat, 23 May 2009 09:40:10 GMT
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THE SIR MADE A TOPIC!!! ATLEAST!

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Try_lee](#) on Sat, 23 May 2009 11:24:45 GMT
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I've not unlocked anything yet, but I hear there's hats now, and anything with classy headwear can only be a good thing. Besides, now you don't even have to consider using one of those custom servers that certain undesirable types use to get the achievements.

Why's there such a wide rod in CarrierII's bum?

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Starbuzzz](#) on Sat, 23 May 2009 12:14:11 GMT
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Unlocks in any game is stupid.

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [mr£\\$Ä-z](#) on Sat, 23 May 2009 12:21:34 GMT
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I remember a game where you had to cheat to unloch something

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [CarrierII](#) on Sat, 23 May 2009 14:27:51 GMT
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Try_lee wrote on Sat, 23 May 2009 12:24I've not unlocked anything yet, but I hear there's hats now, and anything with classy headwear can only be a good thing. Besides, now you don't even have to consider using one of those custom servers that certain undesirable types use to get the achievements.

Why's there such a wide rod in CarrierII's bum?

Because my job is to enforce the goddamn rules? :-s

Shoot the messenger, you guys voted on the rules I'm enforcing, FFS.

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [nope.avi](#) on Sat, 23 May 2009 16:35:53 GMT
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Yeah, instead of grinding achievements out in achievement servers, I now just sit alone afk in my own server. Thanks Valve!!!

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Sir Kane](#) on Sat, 23 May 2009 16:54:54 GMT
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Got anything yet, Baker?

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [nope.avi](#) on Sat, 23 May 2009 17:07:23 GMT
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I got a force a nature that's all. But I did have all of the previous stuff fortunately.

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

Posted by [nikki6ixx](#) on Sat, 23 May 2009 17:11:33 GMT

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So like, what's the deal? I got the free trial of this game yesterday, so what's the difference between the old unlock system, and the new one?

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

Posted by [F1r3st0rm](#) on Sat, 23 May 2009 17:52:29 GMT

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i got a pair of boxing gloves

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

Posted by [nope.avi](#) on Sat, 23 May 2009 19:38:44 GMT

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nikki6ixx wrote on Sat, 23 May 2009 13:11 So like, what's the deal? I got the free trial of this game yesterday, so what's the difference between the old unlock system, and the new one?

Before there were a list of achievements for a certain class that valve would put out along with the new unlockable weapons. To get the new unlockables you'd have to do finish these achievements (aka for the pyro some of the achievements were "set 5 people on fire in 30 seconds" or "Get 500,000 total damage") What ended up happening was people could just go into a achievement server with some friends and crank these achievements out in about 45 minutes to get the new unlockables. Since certain whiny people (msleeper) got really mad and couldn't stand that someone might not have other things to do during the day than play for 8 hours straight getting meaningless achievements, valve decided to change the system

To stop the whining Valve decided that for the new spy/sniper unlocks that came out on Thursday that all the weapons would be completely randomly handed out at random times to random people.

Of course Valve messed the system up and the new unlockables would come once every 100 games, and most of the time people would get duplicates of what they already had. This pissed so many people off that the tf2 forums are now completely filled with pure hatred for tf2.

If you don't believe me just look at the last 10 pages of the tf2 forums and see if there isn't one thread that isn't about the how the new unlocks are messed.

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

Posted by [Sir Kane](#) on Sun, 24 May 2009 00:16:43 GMT

That's what I got right now:

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

Posted by [nikki6ixx](#) on Sun, 24 May 2009 00:36:26 GMT

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Baker wrote on Sat, 23 May 2009 14:38

To stop the whining Valve decided that for the new spy/sniper unlocks that came out on Thursday that all the weapons would be completely randomly handed out at random times to random people.

That's really retarded... So that means you have to play 43 hours a day to get stuff?!

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.

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

Posted by [nope.avi](#) on Sun, 24 May 2009 04:35:35 GMT

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I agree tbh. The only reason they have this messed up system is so they can hand out the unlockables to the free-weekenders in hopes of getting them to buy the game because of how fun their new bow is(!!!111!). I just hope it goes back to a half decent system after this.

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

Posted by [nikki6ixx](#) on Sun, 24 May 2009 06:26:05 GMT

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But I'm a free weekender, and I think this sucks. I haven't put in much time, but all I got was one lousy upgrade for the Medic! I don't even use the fuckin' medic! I use the Pyro all the time, and yet I get jack shit to use towards him; what kind of genius dreams that system up!?

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

Posted by [Memphis](#) on Sun, 24 May 2009 13:17:05 GMT

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After doing the medic and pyro achievements I decided I didn't want to go through with any of that again so I just used my achievement unlocker. I think the new method when it works will be a lot more rewarding to play and will also stop certain character classes clogging up the servers.

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.

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 peabrain'd douchebag would want a feature like that?

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [The Party](#) on Sun, 24 May 2009 20:46:35 GMT
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lol I just got the orange box on thursday, can't wait to play it. ^_^

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.

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Sir Kane](#) on Mon, 25 May 2009 12:25:18 GMT
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Well, people all play(ed) Spy and Sniper anyways.
The possibly mayor flaw in the new system is that it gives duplicates even when other items are missing. Missing stuff should get priority. I seriously don't need 5 backburners or some shit like

that.

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

Posted by [nopol10](#) on Mon, 25 May 2009 15:12:47 GMT

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I think that they said on the blog that they were allowing duplicates to be found as they are planning a trading system for players to trade unlockables.

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.

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

Posted by [MGamer](#) on Tue, 26 May 2009 05:23:28 GMT

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11 hours and still no unlocks with the new system

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [nikki6ixx](#) on Tue, 26 May 2009 17:16:14 GMT
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I got Jarate, and after a couple more hours I got another Jarate.

This system blows.

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Ryu](#) on Wed, 27 May 2009 22:47:17 GMT
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ugh ok it's starting to piss me off because I WANT THE HUNTSMAN ARGH!!

I have 2 jarates, the back protector, 2 axestinguasers(sp?) a sanvich, FOrce-a-Nature.

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [nope.avi](#) on Wed, 27 May 2009 23:34:03 GMT
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Oh also you have to be logged into steam friends to get unlocks, so those 3 nights I spent idling in a server were wasted, just so everyone knows =(

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Sir Kane](#) on Thu, 28 May 2009 00:00:57 GMT
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The Huntsman is the n00bjet of TF2.

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [nope.avi](#) on Thu, 28 May 2009 02:30:41 GMT
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I can just randomly fire at choke points and get in top three with huntsman...I smell a nerf

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Scrin](#) on Fri, 29 May 2009 04:20:10 GMT
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Sir Kane wrote on Wed, 27 May 2009 19:00The Huntsman is the n00bjet of TF2.
The SirMan

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Sir Kane](#) on Fri, 29 May 2009 13:13:09 GMT
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You're a retard.

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Scrin](#) on Fri, 29 May 2009 13:28:05 GMT
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Sir Kane wrote on Fri, 29 May 2009 08:13You're a retard.
You're a rekane

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [nikki6ixx](#) on Fri, 29 May 2009 22:49:07 GMT
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Yay, I got a third bottle of sniper's piss, how fucking awesome.

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Sir Kane](#) on Fri, 29 May 2009 23:27:53 GMT
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Duplicates would be semi-useful if I had people on friends list who don't have most/all items. But that's not really the case.

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [nope.avi](#) on Fri, 29 May 2009 23:33:01 GMT
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I hope they don't set up not a trade system, but a menu where you can sell your duplicates for a credit or something that can go towards getting a hat or something.

Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by [Nukelt15](#) on Sat, 30 May 2009 03:26:10 GMT

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I hope I randomly gain the ability to shoot happy thoughts and pleasant dreams out my ass, but that doesn't make it a good idea.

The first item I randomly found was the Huntsman. It is laughably unbalanced, such that it propelled ME to the top of the scoreboard. I have less than two hours total Sniper play time since release, and that should tell you just about all you need to know. Kinda like how the Backburner made everyone and their mother-in-law into 1337 uber-Pyros until Valve nerfed its health boost.

The second item I randomly found was the KGB, the third was the Ubersaw, the fourth was the Blutsauger, and the fifth was the Flaregun. All of which I've had since last year. I really do think that the new unlock system earns an EPIC FAIL.

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

Posted by [nope.avi](#) on Sat, 30 May 2009 03:47:34 GMT

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Well they finally caved to everyone and added the milestones again, I logged in, killed a guy and got about 12 achievements at once. I almost got banned off the server for "achievement hacks" lol. I think this is the best way for the moment until they find a way that isn't just an experiment to see what happens.

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

Posted by [Nukelt15](#) on Sat, 30 May 2009 16:06:49 GMT

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"Experiment to see what happens" is what Alpha and Beta tests are for. There is no excuse for doing that in a supposedly finished product, even if you do have a system in place for dynamically patching as problems crop up. New content should only be put into the game once it has been thoroughly tested. When your patches need patching, you have a serious problem.

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

Posted by [Ryu](#) on Sun, 31 May 2009 20:37:20 GMT

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Huntsman.. while incredibly over powered.. is fucking useless.

Using the default sniper, I dominate any sniper using that P.O.S weapon.. in fact I dominate any sniper, period.

I want this trade system to come into play soon so I can just give away the duplicates I've got.

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

Posted by [Memphis](#) on Sun, 31 May 2009 22:33:52 GMT

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Snipers suck, I've officially decided that they aren't a valid class and will pick on them because of this.

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

Posted by [nope.avi](#) on Sun, 31 May 2009 23:58:49 GMT

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Same with medics, they are a minus on the team.

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

Posted by [Memphis](#) on Mon, 01 Jun 2009 12:17:47 GMT

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Medics make heavies fearsome weapons, unfortunately a lot of people that go medic will spend the majority of their time doing cool things such as ubering spies or attempting to ubersaw a heavy head on.

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

Posted by [GEORGE ZIMMER](#) on Mon, 01 Jun 2009 17:25:53 GMT

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While I like how I can get unlocks passively without having to grind for achievements, it's not going to help me if I get something for a class I never play. Yeah ok, you should play other classes, but let's face it- people still won't.

I'd much prefer it if you got unlocks based on your performance and play time, rather than achievements or entirely random shit.

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

Posted by [Carrierll](#) on Mon, 01 Jun 2009 18:04:31 GMT

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The best system is to do with performance scaled by time, that's for sure, something like:
% of games with kill count in top 3 (Or other performance measuring statistic) / total time playing
(as that class or all classes (that is, total time spent playing TF2 online) depending on whether one-class playing should be encouraged)

Putting total time on the bottom means that people who play all day and night will get their unlocks

at about the same speed as a good, but irregular player. (I assume that an individual does not dominate every game they play)

This does leave mid-range ability players who don't play often (IE, casual gamers) in a bad place though, unless you took that number as a "currency" value, and you could agree to "buy" (IE, trade in your points for an unlock) with the relative ability of an unlock (better ones being worth more) taken into account. Might lead to some smart ass working out how many points are likely to get you the best unlock. Giving them a value also makes trading with other players good.

(I don't play TF2, by the way, I'm just applying common sense)

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

Posted by [DutchNeon](#) on Wed, 03 Jun 2009 08:05:14 GMT

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CarrierII wrote on Mon, 01 June 2009 20:04The best system is to do with performance scaled by time, that's for sure, something like:

$\% \text{ of games with kill count in top 3 (Or other performance measuring statistic) / total time playing}$
(as that class or all classes (that is, total time spent playing TF2 online) depending on whether one-class playing should be encouraged)

Putting total time on the bottom means that people who play all day and night will get their unlocks at about the same speed as a good, but irregular player. (I assume that an individual does not dominate every game they play)

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(I don't play TF2, by the way, I'm just applying common sense)

Sadly, That kind of system is so easy abusable in Team Fortress 2. There are servers aimed at achievements, often including bots. You are forced to turn 'SV_Cheats' on to spawn bots, which will eliminate the possibility to get unlocks and achievements, but by turning off the 'SV_Cheats' command after spawning the bots + rejoining your (own) server, the server will think bots are just real persons, as 'SV_cheats' is off, letting you kill not moving 'enemies' fast, and getting stats fast, including unlocks and achievements.

Example of such thing:

<http://www.youtube.com/watch?v=ej6aYfifZWE>

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

Posted by [Carrierll](#) on Wed, 03 Jun 2009 12:06:46 GMT

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That's not my fault, that's poor coding on part of Valve.

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

Posted by [IAmFenix](#) on Thu, 04 Jun 2009 00:24:40 GMT

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Memphis wrote on Sun, 24 May 2009 08:17After doing the medic and pyro achievements I decided I didn't want to go through with any of that again so I just used my achievement unlocker. YAY LETS SUPPORT HAX!!!!

Yes, the new system sucks, and we all know it.

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

Posted by [nope.avi](#) on Thu, 04 Jun 2009 12:29:35 GMT

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The achievement unlocker isn't even a hack, if it was valve would have banned the thousands of people who used it when it first came out instead of taking their unlocks away for a week.

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

Posted by [Nukelt15](#) on Thu, 04 Jun 2009 19:38:16 GMT

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The fact that they did anything at all proves that it is not a legitimate technique. Also, if you use the unlocker in a VAC-enabled server during actual play, you can get banned for it. The whole "it isn't a cheat because" argument is as old as cheating... which doesn't change the fact that you're cheating if you use it. One would think that the whole "need a third-party tool because Valve didn't include a way of unlocking everything instantly" thing would kinda mark unlockers as obvious cheats, but you can delude yourself if it helps you sleep at night.

Just because the unlocker is a cheat doesn't mean that the legitimate unlock system isn't still stupid. As far as cheats go, unlockers are about as tame as it gets and I really couldn't give less of a shit if people use them. I won't, but in the end that's only because I don't want to run the risk; I still don't think that there should be any player effort required at all to unlock weapons and/or abilities in a multiplayer game. It's stupid, it's unfair to new players and players who can't play often, and it disrupts normal play (one way or another things don't settle down until everyone gets their goodies).

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

Posted by [nope.avi](#) on Thu, 04 Jun 2009 21:28:24 GMT

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I haven't used the unlocker, it's alot funner to get farm the achievements, but it's still not a cheat.

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

Posted by [Memphis](#) on Sat, 06 Jun 2009 13:47:11 GMT

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The achievement does what it says on the tin, it unlocks achievements. The point in achievements is to feel you've achieved something so I guess the only person that loses out is me. As I said before I did all of the medic achievements as well as the pyro ones but found it incredibly boring. Of course since they fixed the system I've picked up all of the new items legitimately and now have duplicates. Still no hats though .

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

Posted by [nopol10](#) on Sun, 07 Jun 2009 02:03:32 GMT

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I have 4 Huntsman now

However, I don't really mind not being able to get all of the unlockables because the game is very much playable if you don't have any. You'll still be able to kill spies who use the dead ringer without needing a Backburner and a Heavy with the original minigun can still kill a Heavy with a Natascha. They've made it such that there is a downside to switching the original weapon with one that you've unlocked so it remains fairly balanced and fair. In my opinion that makes the unlockable system in TF2 rather reasonable regardless of how silly it is now.

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

Posted by [Sir Kane](#) on Thu, 11 Jun 2009 11:00:17 GMT

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I got a second hat! (The Medic hat)
