Subject: donate command
Posted by Blazer on Tue, 24 Aug 2004 21:47:30 GMT
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PermaGrinBlazerI have no desire to play in a game where the winning outcome is based on who rushed within the first 60 seconds, instead of strategy, skill, and teamwork (real teamwork not collecting money).

BlazerA team of experienced players could wreak havoc by pooling credits and doing an APC rush full of hotwires in the first 60 seconds.

WTF? You want to win based on strategy, skill, and teamwork. Would not a team of experinced (skill) players wreaking havoc by pooling credits and APC rushing (strategy and teamwork) within the first 60 seconds have?

Because I don't want EVERY map to start like this:

1. Okay everyone pool all credits together!
2. Quick! Hurrrrryyy!
3. Oh wait who to donate them to? Who's getting the APC? Who is getting hotwires? I want the APC! No Me! Okay You..
4. Okay give them to you! HURRY OMG 30 SECONDS HAVE GONE BY ALLREADY!
5. OKAY NOW BUY AN APC! QUICK!
6. You 4 guys get hotwires NOW! NOW NOW NOW!
7. Okay now RUSH!
8. Oh shit we took too long...they are allready incoming with an APC full of Nod techs....DAMMIT!
9. *GDI Weapons Factory destroyed*
10. *GDI Infantry barracks destroyed*
11. Next minute is spent being rushed by SBH nukers, bought with the donated credits gleaned from the first rush.
12. Ref destroyed by beacons or another rush
13 Game over...gametime: <5mins.

Yeah that sounds like great fun....not.