Subject: Re: Tunnel Beacons
Posted by Dover on Tue, 18 Jan 2011 11:48:15 GMT

EvilWhiteDragon wrote on Tue, 18 January 2011 01:45Dover wrote on Tue, 18 January 2011 01:09EvilWhiteDragon wrote on Mon, 17 January 2011 05:58Dover wrote on Mon, 17 January 2011 09:16(SSnipe) -BLU3Y3Z- wrote on Sun, 16 January 2011 22:49cheap cheap way to win.

>:[
According to that logic cheating makes perfect sense.

The article is a part of a three-part series, which later became part of a book. He covers your concerns quite thoroughly in part two.
Part two shows a lot more though and nuance than the first part. Since Tunnel beacons can be enforced serverside, so with actual limits etc, it is, according to your articles, fine to ban it. This would not be the case if it would rely on a "gentleman's agreement".

That's merely one portion. Is it warranted? I don't think so. "Cheap" goes by many synonyms. In the StarCraft community it goes by "cheese". But in all it's forms, it's always the mantra of the scrub.