Subject: donate command
Posted by Blazer on Tue, 24 Aug 2004 23:42:03 GMT
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The reason Generals was a flop was because the game came down to whoever made the first rush won the game. I don't want to see Renegade go down the same path. The donate command, while "neat" drastically changes the gameplay, and confuses newbies who dont know what it is, and some servers using it and some not etc.

I prefer a long drawn out battle where our team wins due to superior coordination and planning, rather than a 60 second victory that we only got because we all happened to be the quickest at mindlessly executing a predetermined recipie to win. Did we win because of "teamwork", or just because we donated money and APC rushed faster than the other team did. That seems like a hollow victory.