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Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 18:12:00 GMT

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This is getting progressively harder and harder to do when you have competent opponents - on 0 starting credit maps, SMART players should set up a defense of two formidable inf. units as soon as THEIR credits hit 350. God knows anything I'M planning stops when I'm on GDI when my credits hit 800. That's the thing - ANNOUNCE these things. That way you get to scream when no one does anything. 350 - "WATCH OUT FOR ALLEY BUGGY RUSH" 450 - "SOMEONE GO UP AND CHECK OVERPASS FOR ARTY" 800 - "BUY MED. TANK - ENEMY SHOULD HAVE 800 CREDITS BY NOW" I've found typing in caps helps a great deal, as it annoys people, but in that same vain, they at least look at it.

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