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Subject: How to spend your money and other tactics...  
Posted by [Anonymous](#) on Fri, 08 Mar 2002 20:36:00 GMT  
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Ok here we go... Assuming the game starts with 0 credits, I'll give you some advice on how to spend your money the right way (I'm tired of seeing people buying a humvee to stop a flame rush....) First, well, you need to get some money... The easiest way is to take a machinegunner and shoot at the harvester, plant your c4 on it (no matter how much tiberium you are free). Can also use grenadiers. Look at your money growing up as you shoot the harvester... once you die, DO NOT buy a hum-vee or a buggy! Be ingi!! and repair your Harvey! it's 300 bucks, plus those coming from repairing... Then go on a c4 run and damage whatever you can.... You'll die soon... Be ingi again, and look for buildings to repair.... after that, funtime... you can choose between saving your money for high class char, beacon rush or heavy armor... Once again, do NOT buy buggies or hum-vee... these are only useful when you need to get to the other base fast... they are next to useless on the battlefield.... Artillery/mlrs are good investment at the beginning of the game.. they are cheap, and got a lot of punch, plus quite a long range... Don't waste any money for light tanks, buy flamers instead... or wait for stealth.... gdi, med will be needed to prevent any early flame rush.... As soon as you can, mobius/mendoza are needed to defend the base, and tech should already be mining the corridors.... ravesaw/sidney are good investment too, and should follow the main strike force, to help them... be sure to bring a sniper with you.... Everytime you die, start as ingie, and go back in the battlefield to repair your friends tanks.... tech will soon discover that they got A LOT of money... 3000 or so, if the harvester survived all the trips... So it's time to buy tanks for your whole team, or get a stealth tank, stealth soldier and beacon... why the tree, try to figure out... It's my little secret.... Gdi, buy mammoth and tech, and have mlrs support... 3 to 5 people should always stay base defence on no basedefence maps.... stealth soldiers are pesky, and an unexpected flametank is devastating... Nod, keep tech in your base... mammoth are devastating.... Buy buggies and hum-vees when your team got the enemy surrounded in their base... It's a fast way to get there... and support your teammates, or bring a beacon.... well, that's it!! hope it'll be useful!

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