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Subject: some people don't understand the expression «even teams»

Posted by [Anonymous](#) on Sat, 23 Feb 2002 21:27:00 GMT

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the problem... the game starts with everybody having 5000 credits...wich means the GDI have a little edge... Mammoth tanks cost 1500 credits and it is the most powerful war unit in the game. In fact, all GDI units are a little more powerful than the nod units... It is quite subtle but it can make the difference. First, since GDI have more power they should be able to take control of the tiberium field. Second, they can score much more point since Nod are practicaly useless at this point. And Third, I'm not sure about this one but when you commit suicide don't you start with the initial credits... wich means 5000?On the other hand, if you start with 0 credits, both team should be balance and here is why:Nod have less power but their units are cheapers. They can have access to them a little faster. Also, when they get destroyed, they can go and buy another one real fast.Usualy, when the game starts with 0 credits, the first team to get control of the tiberium field should be Nod. But only for a while. When GDI gets enough money, they should be able to take control of the field...but only for a while...So as you see field control is always shifting if you use 0 credits... but if you don't GDI should always be in control... No wonder a lot of people is complaining about Nod being weak...Think about it when you want to keep your teams even...See you on the virtual battlefield

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