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Subject: game play

Posted by [Anonymous](#) on Sun, 22 Dec 2002 01:28:00 GMT

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Does this sound like fun? base consists of barracks and war factory (or airstrip). No base defences except turrets and light guard towers. And you only get money from crates (those little yellow boxes) and whatever the host starts you with. does that sound fun? or would that be fun if I added a refinery? or should I just give up and add all the buildings?

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Subject: game play

Posted by [Anonymous](#) on Sun, 22 Dec 2002 03:43:00 GMT

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How bout you have just the barracks and a tiberium silo?

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Subject: game play

Posted by [Anonymous](#) on Sun, 22 Dec 2002 11:21:00 GMT

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it would work well if you modified the crates so they give you a little more money. Place the crates in fortified locations. One of the strategies could be to garrison a building long enough for you to get the enough credits to buy something. by fortifying a crate area you could deny credits to your opposition.

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