Subject: Most important things for a new player to learn?
Posted by Anonymous on Sat, 30 Mar 2002 20:01:00 GMT
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What do you guys think the most important tactics are for a new player to learn? List from greatest to least.

Subject: Most important things for a new player to learn?
Posted by Anonymous on Sat, 30 Mar 2002 20:02:00 GMT
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TEAMWORK!!

Subject: Most important things for a new player to learn?
Posted by Anonymous on Sat, 30 Mar 2002 20:19:00 GMT
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2. DO NOT STAND STILL. EVER!

Subject: Most important things for a new player to learn?
Posted by Anonymous on Sat, 30 Mar 2002 20:23:00 GMT
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both are good, also in ff sont destroy your on buildings is a good thing to learn

Subject: Most important things for a new player to learn?
Posted by Anonymous on Sat, 30 Mar 2002 20:31:00 GMT
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You are one person, against them by yourself you are worth less than a maggot stuck to a fly on

it will decide who wins.Taking out the power plant causes them to be charged double for

factory first, but if you leave the barracks for last, then you will find out in a most surprising way
that a focused set of people playing with high energy weapon characters can kick a whole lot of

bought it, they should have control of how it is used.Try everything, even if it seems stupid to you.
If you die a lot with the sniper, ask why, and keep asking why until you find the answer. There are

recognize their uses. You will have favorites, we all do, but knowing how to use all of them can
mean the difference between your team being bottle-necked by a small force or you knowing how

but think about how using your mind in this game can create some new and interesting challenges. What would mining the enemies harvester path do?Watch how people play. Learn

a pace and live by it. Learn a tactic that suits you for each map and make a backup plan for when it fails.HOPE THAT HELPS! ENJOY A GREAT GAME!

Subject: Most important things for a new player to learn?
Posted by Anonymous on Sun, 31 Mar 2002 06:39:00 GMT
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I have to agree about the barracks/hand killing before the fact/stip. Once the factory is down, everyone turns into infantry... There are many hotwires who mine furiously, and repair even faster. Any attacks made will almost always end in futility, and even if you have a stealth black hand, you have no hope of nuking because of the high number of mobius and patch characters running around the base.SO, newbies, go for the builings in this order:1. Power plant. (Only if it is a base defense map).2. Barracks/hand.3. Fact/strip.4. Refinery/power (Only on non-base defense maps).

Subject: Most important things for a new player to learn?
Posted by Anonymous on Sun, 31 Mar 2002 08:33:00 GMT
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quote:DO NOT STAND STILL. EVER!   not even at the purchase terminal?? lol..seriously, all these are great tips. but some of them, like building destruction priorities, are perhaps for the more advanced beginner. for the absolute beginner, i'd suggest NOT buying some of the more expensive characters, cuz they're just going to die and give the other team lots of easy points. and wasn't the number 1 priority teamwork? it's not teamwork to give the enemy points. if you are very new and don't have a feel for the game yet, stay as a cheap character and play mostly defensive. observe the actions of others(hopefully they're not as new to this as you are) and learn! learn all the keyboard functions, how to strafe, jump, plant mines, how to switch weapons, etc. know that your enemy isn't going to just stand there and let you shoot him, so don't you either. also know that not everybody on your team is necessarily playing teamwork, and learn the difference. know that the teamchat button is f3, not f2(i used to get the 2 mixed up myself), and don't be afraid to tell your team mates if the enemy is approaching. protect your base with your life(as many lives as it takes), and be an engineer to heal it or other players. and don't be afraid to die. don't retreat out of battle with a tank just because you're a little damaged. there's an infinite list, but the written word just won't substitute for playing the game. don't worry too much about making mistakes, we all do that. remember it's for fun, so enjoy yourself!!and lastly, when you do kill someone(hopefully the enemy), hit f2 and taunt proudly "you'ved been killed by a nOOb!" that'll p*ss him off for the rest of the game! lol

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Subject: Most important things for a new player to learn?

Posted by Anonymous on Sun, 31 Mar 2002 08:41:00 GMT
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quote:"you'ved been killed by a nOOb!" i misspelled "you'ved" on purpose cuz i figured nOOb's can't spell anyway. lol. actually i was up till almost 6 this morning, and i'm up after only 4 hours, so i was typing with 1 eye closed(you know, half asleep)....

Subject: Most important things for a new player to learn?
Posted by Anonymous on Sun, 31 Mar 2002 08:49:00 GMT
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I think we all know the feeling...