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Subject: Getting cash and keeping it to.

Posted by [Anonymous](#) on Fri, 25 Oct 2002 05:15:00 GMT

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I know all of you out there have met with some kind of credit problems in a game. Yet how can some people have 0 cash and others (like me) have 4000 credits and are giving away tanks? It is no because I have l33t playing skills and never die. I hardly make kills. Die every minute or so. But How can I have all this cash when I still buy characters outside the basic ones? I call it reserving my credits. I will begin by talking about how to save your credits. I don't know about you but I notice the chain gun kills about as fast as the tiberium flechette gun. So why buy more expensive classes when just a few more seconds shooting time saves you 300 credits? I find that I have that time to spend. The class I most recomend to save cash? The minigunner. 175 credits of mad chaing gun action. Guns through infantry in a few seconds, does heavy damage to armour, and dang annoying when you ambush those slow tanks while strafing. The one thing I will admit, I don't get many kills with it. But I usually weaken them so bad any newbie or n00b could come up and finish the job in one shot. My second choice, the chem warrior or basic sydney. These nasty tiberium warriors can gun down infantry with great speed. Especcaily (spelling) in those tunnels. The chem in close quarters is a nasty little bugger. And for only 150 credits it saves bigg money. But when do you buy the more expensive classes? I don't often find a situation where the big bad classes are a good choice for me. A snipher if this a good ping game and there are some nasty enemy sniphers to deal with perhaps. A stealth black hand as a alternate for hte snipher. A heavy black hand if there are some tanks without engie support that are just asking for the speedy death. As for tanks, I don't really use them. It is your choice on whether the tank is a better alternative to what you are using now. But I have 3000 credits that I am not going to spend? What I love to do is put a grin on your teamates faces when you type "free mammy for anyone" over team chat. I find that this is the most rewarding part of saving your credits. I feel watching that free mammy leaving the base to the suprise of the Nod soildiers who took out your ref 5 minutes ago. Or the shock of seeing 4 flame tanks leave the base at once to the nightmare of GDI. Of course, you could just horde the cash for the whole game. But I find you don't need 4000 credits even if the ref is taken down. So good luck to those who want to become cash cows in Renegade. Any input is appreciated. Even if I probably won't look at it. [ October 25, 2002, 05:15: Message edited by: Commando no. 448 ]

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Subject: Getting cash and keeping it to.

Posted by [Anonymous](#) on Fri, 25 Oct 2002 14:20:00 GMT

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well, you are difinitely in the minority. it's gotten to be so much about playing for ladder points, that i don't think the game is fun for most of the people playing it. i'm content with being an engineer and healing the entire game, if i need to. there are plenty of maps where i may never see the opposing team's base. and, like you, i'll buy 4 flame tanks or APC's for other people to do base rushes and such. for me, it's more about promoting teamwork, and getting everyone to work for the common goal, than to rush in alone as an engineer and get killed and leave 4 APC's in their base.

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Subject: Getting cash and keeping it to.

Posted by [Anonymous](#) on Sat, 26 Oct 2002 03:47:00 GMT

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quote:Originally posted by Commando no. 448: What I love to do is put a grin on your teammates faces when you type "free mammy for anyone" over team chat. I find that this is the most rewarding part of saving your credits.Bad idea giving mammy's away, the chance that a newbie or Noob actually nows how to use a tank is little.They just give points to the enemy.Mammy's are very powerfull if you now how to use them, and in most cases you do need engie support.Grtz,Duc (WOL dutchduc)

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Subject: Getting cash and keeping it to.

Posted by [Anonymous](#) on Sat, 26 Oct 2002 05:39:00 GMT

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Seems that this tactic would really come into play if and when the refinery is taken out like you said. One can only imagine the surprise of the enemy if a horde of destructive vehicles made their way out after the refinery was blown.But the point about new and inexperienced players taking said vehicles and handing over a slew of points to the enemy has great merit. Some very basic leadership and rallying skills could make a huge difference here...newbs or not.And I'm of the same mindset as Osubass in the fact that I'm content to play "Homeland Defense" while everyone else goes off to fight the war on "foreign soil". Whatever I feel will contribute the most to the common good for the team is the bill I try to fit. But all this derives from the fact that I couldn't care less about points (ladder or otherwise). Granted, I don't get many at all to begin with simply because I'm quite green to the multiplayer field, but even if I were quite skilled the points wouldn't matter to me. I truly do find quite the grin on my face when I am able to contribute in the most mundane way (repairing a building) or tag along with a vehicle only to jump out when the action gets hot to repair the vehicle so that it may have a chance at survival. I know that the player on the receiving end of that repair or the costly unit that was able to live simply because I was able to snipe a baddy or two in his way is quite pleased for the help and that rocks in my book. Heck, sometimes I'll even spot someone on my team who just purchased Havoc/Sakura and follow them wherever they go simply as a healer while they snipe from their position. Granted, this is only practicle or desired in games where there are sufficient members to compensate for the double-up.While I'm here, I simply must share my greatest moment thus far in MP: my first successful nuclear strike.Somewhat I had managed to slide into the enemy camp (which I've not done well at all in my short past). I say slide...more like making a mad dash for the nearest building while everyone else duked it out...late game. A GDI engineer had just ran out of the refinery in front of me but didn't see me...he must have been intent on repairing another building that was gettin' pounded. I slipped into the refinery under his nose and found it empty. I quickly ran to the MCT and planted the nuke...and sat on it. No way anyone was gonna steal this egg...the first one I had ever actually had a chance of watching hatch. I was gonna ride out the forthcoming nuclear blast for all it was worth.So I sat...and listened to the timer...the warnings...and was shaking with excitement! 20 seconds (maybe) went by...not a soul had found me. 30 seconds. Then the door in front of me (that I was covering with my chain laser gun) opened and in popped two GDI engies to try and steal my golden egg. I knew the coming glory was fast approaching and I only had to hold onto it for a few more precious seconds. Both engies ignored me and tried disarming the nuke. I was able to ice one and just before the other was able

to finish the egg-theft...the eagle landed...the egg hatched and the tiberium refinery went up in a 'shroom cloud of splendor for God Himself to see! Needless to say, I didn't make it out alive...but my oh my was that first successful nuke of mine magnificent to see! I welcomed the fatal blast with arms lifted high and reveled in the beauty of total destruction. Points be \*\*\*\*ed!! That felt good!!

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Subject: Getting cash and keeping it to.

Posted by [Anonymous](#) on Sat, 26 Oct 2002 16:29:00 GMT

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Darth, Osubas, finally some people who provide real help! Me too, I like to repair the base/support the tanks/do whatever to kepp em alive a little longer. Today I was very satisfied with taking over the repairs for one who had the creds to buy a tank. He warded of the Artilleries and I was happy keeping the PP alive long enough while everybody else was dying to the obelisc.And I know how well this sort of teamwork works (ummm... stile...) cause I was on the recieving end in an arty destroying the AGT on under while being repaired... AND NO ONE TRIED TO STOP ME! Cause no one bother staying home.Keep up the good work!

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