Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by Anonymous on Wed, 29 Jan 2003 07:34:00 GMT
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No. 1000 is too much. As said above, the game is balanced so that Nod can by tanks sooner. I also think it's cool that 'the first harvy' matters something to your start as a team. You must defend it and attack the enemy harvester. I also like the charm of a early rush with engi' grens or whatever. People who join the game when it's in full effect must gain money fast so they must repair buildings/units which most people find a not so honorable task. Offcourse the starting credits could depend on gametime. If it's one houre then no cash is needed. I always prefer nothing though.