

Subject: So, I Was Playing Tiberian Sun Today...  
Posted by [Dover](#) on Sun, 13 Jan 2008 00:39:33 GMT  
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...And long story short, I owned.

(It's a little blurry, but my ending Credits are 71665.

Has anybody else gotten "Mission Efficiency" That high? Or higher?

#### File Attachments

1) [Tiberian Sun Ownage.JPG](#), downloaded 831 times



Subject: Re: So, I Was Playing Tiberian Sun Today...  
Posted by [cnc95fan](#) on Sun, 13 Jan 2008 00:47:34 GMT  
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Wow, you obviously suck at that game . I've never gotten above 80%, but saying that, I hate TS anyway.

Subject: Re: So, I Was Playing Tiberian Sun Today...  
Posted by [EvilWhiteDragon](#) on Sun, 13 Jan 2008 01:13:48 GMT  
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Dover wrote on Sun, 13 January 2008 01:39...And long story short, I owned.

(It's a little blurry, but my ending Credits are 71665.

Has anybody else gotten "Mission Efficiency" That high? Or higher?  
Yeah, it has to do with the amount of money you made.  
For high efficiency get a shitload of refs + harvs

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Subject: Re: So, I Was Playing Tiberian Sun Today...  
Posted by [sadukar09](#) on Sun, 13 Jan 2008 01:49:12 GMT  
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I think I had 2000+ efficiency before, but that was when I was using my personal mod.

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Subject: Re: So, I Was Playing Tiberian Sun Today...  
Posted by [Nukelt15](#) on Mon, 14 Jan 2008 02:49:50 GMT  
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I've always wondered how the hell I could beat a mission with under a dozen total units and structures lost and yet still get efficiency scores under 50%...

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Subject: Re: So, I Was Playing Tiberian Sun Today...  
Posted by [Dover](#) on Mon, 14 Jan 2008 02:53:55 GMT  
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Yeah. This was in that "Assassinate Tratos" mission. Instead of killing him, I decided to dick around and kill every other unit, wall and structure that I couldn't capture. It took a while, especially luring the floating MLRS out to dry land where I could get them. In the mean time I had like 12 refineries going and who knows how many silos...

In the end I got Tratos using GDI's own Hunter Seeker.

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Subject: Re: So, I Was Playing Tiberian Sun Today...  
Posted by [BlueThen](#) on Mon, 14 Jan 2008 03:05:03 GMT  
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sadukar09 wrote on Sat, 12 January 2008 19:49I think I had 2000+ efficiency before, but that was

when I was using my personal mod.  
(aka cheat)

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Subject: Re: So, I Was Playing Tiberian Sun Today...  
Posted by [bisen11](#) on Mon, 14 Jan 2008 05:05:35 GMT  
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Yeah, i always thought it was dumb how it was pretty much based on how many credits you had at the end of the game :/ .

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Subject: Re: So, I Was Playing Tiberian Sun Today...  
Posted by [Spice](#) on Mon, 14 Jan 2008 07:53:06 GMT  
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Good job! You guys had the same number of unit casualties, hehe.

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Subject: Re: So, I Was Playing Tiberian Sun Today...  
Posted by [Dover](#) on Mon, 14 Jan 2008 08:08:28 GMT  
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Spice wrote on Sun, 13 January 2008 23:53Good job! You guys had the same number of unit casualties, hehe.

For some dumb reason it counted all the civilian/neutral stuff I blew up as my casualties. I didn't lose any structures at all, and I doubt I lost THAT many units.

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Subject: Re: So, I Was Playing Tiberian Sun Today...  
Posted by [sadukar09](#) on Mon, 14 Jan 2008 15:12:54 GMT  
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, wrote on Sun, 13 January 2008 22:05sadukar09 wrote on Sat, 12 January 2008 19:49I think I had 2000+ efficiency before, but that was when I was using my personal mod.  
(aka cheat)

If you think making the game more balanced cheating, k. Whatever suits you, little faggot.

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Subject: Re: So, I Was Playing Tiberian Sun Today...  
Posted by [Jecht](#) on Mon, 14 Jan 2008 20:19:13 GMT  
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Game balance is subjective. Not that it matters if you change single player settings anyway...

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