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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 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. 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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