
Subject: Ever Wonder How I Don't Get A High Score In A Game?

Posted by [Anonymous](#) on Fri, 07 Jun 2002 16:11:00 GMT

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quote:Originally posted by JunoReactor:Here are some tips on how to NEVER EVER get high score in a game.....1) Always heal your opponents, it makes them happy and it makes you popular with your own teammates2) Never participate in a rush of any kind, you can't earn points if you don't participate right?3) Lay Beacons and Nukes in your own base, it may tick certain people off, but its guranteed to get you absolutely NO points4) Always shoot AWAY from your enemies, for instance, if your opponent is coming straight at you, stand absolutely still and shot at a 45 degree angle away from him5) Never and I mean NEVER heal your own buildings and vehicles, thats a sure fire way to ear points and the most common mistake you can make when setting out to have no points by the end of a game. (Remember, commands like "Vehicle needs repair" or "Building needs repair" should always be your que to run to the nearest purchasing panel and "pretend" to be buying something, no one will suspect anything)6) If you must use a vehicle, NEVER use the weapons and always make it a point to "eject" yourself from your vehicle infront of or inside of your opponents base, this way they get a free vehicle and you can than proceed to heal your opponents7) Always follow the rules of engagement when friendly fire is on, make it a point to shoot your teammates in the head (which is a non point way to say hello) and make sure you have plenty of credits to purchase and plant Beacons/Nukes in your own buildings (negative points are better than positive points) This is probably the most important way to never earn points, always try to never play an Engineer, theres just to many ways to earn those nasty points and if your not careful you could accidently pull out your repair gun in your own base while fighting is going on and accidently pull the trigger *shudders.....than faints*So, I hope that I have helped some of you see things in a different light and I hope that I in some way "inspired" you.....if I can atleast help one person see that path to no points than I know I did my job.....same here
