
Subject: Most important things for a new player to learn?
Posted by [Anonymous](#) on Sat, 30 Mar 2002 20:31:00 GMT
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You are one person, against them by yourself you are worth less than a maggot stuck to a fly on it will decide who wins. Taking out the power plant causes them to be charged double for factory first, but if you leave the barracks for last, then you will find out in a most surprising way that a focused set of people playing with high energy weapon characters can kick a whole lot of bought it, they should have control of how it is used. Try everything, even if it seems stupid to you. If you die a lot with the sniper, ask why, and keep asking why until you find the answer. There are recognize their uses. You will have favorites, we all do, but knowing how to use all of them can mean the difference between your team being bottle-necked by a small force or you knowing how but think about how using your mind in this game can create some new and interesting challenges. What would mining the enemies harvester path do? Watch how people play. Learn a pace and live by it. Learn a tactic that suits you for each map and make a backup plan for when it fails. HOPE THAT HELPS! ENJOY A GREAT GAME!
