
Subject: Every person in a game need to be a Eng at sometime to balan
Posted by [Anonymous](#) on Mon, 01 Apr 2002 11:27:00 GMT

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When bases are tower-defended, and when u have no cash for attacking (needless to say : a real attack need cash), the best and easiest way to gain some money is to repair some building... This is just a matter of common sens. When bases are tower-defended, we can divide a player cycle of life like this...1- Spend cash 2- Attack3- Death4- If the player has enough money => return to number "1"5- If the player hasn't enough money then defend and repair until he can return to number "1" And so on... When bases aren't tower-defended, this is another story...
