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Subject: 1v1 Strategies: Field

Posted by [spoonyrat](#) on Mon, 19 Jul 2004 16:58:18 GMT

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It's common practice in clan games for all players to suicide once everyone is loaded, makes the game fair so everyone spawns at base with exactly the same credits. Otherwise on, say, CityFly, people could buggyrush the powerplant before the other team is even loaded.

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