
Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Fri, 24 Jan 2003 10:58:00 GMT

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Personally, I prefer games where nobody starts with anything. Still, when I join a game late, and everyone has Raveshaws and Snipers, it is a slight disadvantage to start with nothing (especially when you join a game, and the ref is already gone). It makes for some early chaos, instead of slow developing chaos. Eh...either way.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Fri, 24 Jan 2003 11:27:00 GMT

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start the game with 1000+ credits stinks. yes, each team can get out and attack fast, but nods advantage to their weak vvhicles is the fact they are cheaper and in 0 starting credit games nod can produce tanks sooner. i mean 6 lights rolled out in the start cant contend with 6 meds.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Fri, 24 Jan 2003 13:14:00 GMT

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Too much cash. Cannot APC rush or use other early game tactics.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Fri, 24 Jan 2003 16:33:00 GMT

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I like playing with 1000 every once and a while. however I like servers that start you out with 300-350 credits best. Thats just my preference though.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Fri, 24 Jan 2003 19:26:00 GMT

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250-350 is good starting point....if your over a 1000+ it helps the less better people but its better when you need to work for your credits

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Fri, 24 Jan 2003 20:03:00 GMT

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I start with 48

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Fri, 24 Jan 2003 20:28:00 GMT

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quote:Originally posted by imdgr8one:I start with 48Um...why?

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Sat, 25 Jan 2003 21:52:00 GMT

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Just played on it tonight...too many lag spikes and tank stealers. 1000 credit starting sucks imo, the MAX should be 350, and even then you have instant rush capability.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Sun, 26 Jan 2003 08:23:00 GMT

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Im with L3fty 350 is a good number.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Sun, 26 Jan 2003 09:07:00 GMT

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I say start with 0-250.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:26:00 GMT

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I was on there last night, My team (GDI) thinks tanks shouldn't be repaired, and must be sacrificed to Nod. 2 idiots would ram you and not let you get out of the line of fire. Argh i hate Idiots. But i agree with the others when starting with 250-350

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:46:00 GMT

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Starting with 1 credit pwnz.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Mon, 27 Jan 2003 11:09:00 GMT

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FUD is and always has been on 350. We tried 500 on the first day we had our server and it was way too easy to apc rush before anyone had mined, making things a bit easy to win.350 is a good number because you can mine right away, you can buggy/hummer rush effectively providing one person buys a vehicle and one buys a tech/hottie, and it speeds up the early game a lot.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Tue, 28 Jan 2003 18:48:00 GMT

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start with 9999999 on a 40 player server is lots of funreason? good players can play good no matter what, the bad players however will get owned so much when they are mendoza in a stank, too scared to fire then gets killed my med tank and run over, if they can't get a tank due to slow fingers and limit, they tend to get the most expensive foot unit (excludes sniper) and equipped with a nuke, which they get snipped by good player before they leave their own base and it just keeps on looping the processfunfcdrazen's momfcdrazen is sick so i'm filling in

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Tue, 28 Jan 2003 19:09:00 GMT

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ZERO credits all the way!

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Tue, 28 Jan 2003 22:29:00 GMT

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I gota go with 0 credits or like 150/175. Too much ruins the opening game strats like killing harvey. 150/175 is enough to get above basic infi but not so much that killing the harvey is a waste of time.the0ne

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Wed, 29 Jan 2003 07:34:00 GMT

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No. 1000 is too much. As said above, the game is balanced so that Nod can by tanks sooner. I also think it's cool that 'the first harvy' matters something to your start as a team. You must defend it and attack the enemy harvester. I also like the charm of a early rush with engi' grens or whatever. People who join the game when it's in full effect must gain money fast so they must repair buildings/units which most people find a not so honorable task. Offcourse the starting credits could depend on gametime. If it's one houre then no cash is needed. I always prefer nothing though.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Tue, 11 Feb 2003 16:56:00 GMT

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I think it is ok it give all us Renegaders a choice of what type of game we want to play. I see starting with some money cool, the American way a quick war kinda like Kuwait.....hehe.Well done for asking!

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:07:00 GMT

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I think that 250 is where games should start out, because then you can have a light infantry rush... Yaddaa Yaddaa, and mine bases quickly. Though I dont have much of an opinion. Long as there's action, I'm there.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Fri, 21 Feb 2003 07:24:00 GMT

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I think that if the game starts with more than, say, 100 credits, Nod has a huge advantage in killing the enemy harvy with their Chem Troopers.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Fri, 21 Feb 2003 15:27:00 GMT

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who bumped this thread back to life? LOL.Lightspeed server is long gone. I cannot think of a server that even comes close to starting with 1000 credits now.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Sat, 22 Feb 2003 04:53:00 GMT

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I say 0 credits to start and thats the best way i think. You have to fight to defend your harvester and attack the enemys. You need teamworks from the start to keep you own harvester alive and to kill the enemys This tends to fade away after the first harvester unload but i think it's a good way of playing.

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Sun, 23 Feb 2003 10:51:00 GMT

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it is more fun to earn your credits by shooting on buildings and vehicles, with a real good tank and the other team too, if you get through the other players, you have practically won the match, cause it's easy to destroy buildings with a mammoth tank or flame tank.the game is not about winning its about joining and playing the game and earn your credits. it isn't a game if it's just 3 minutes and then someone won already...

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Mon, 24 Feb 2003 00:51:00 GMT

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I think that that is stupid. It isnt fun if the people with fast connectings get a beacon and blow up the barracks/Hand of nod before you can even get a vehicle picked

Subject: LightSpeed Server Starts Players with 1000 Credits, What Do
Posted by [Anonymous](#) on Thu, 27 Feb 2003 06:02:00 GMT

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quote: I think that that is stupid. It isnt fun if the people with fast connectings get a beacon and blow up the barracks/Hand of nod before you can even get a vehicle pickedYea WWOL should make all plaers start at the same time(like in RA2)
