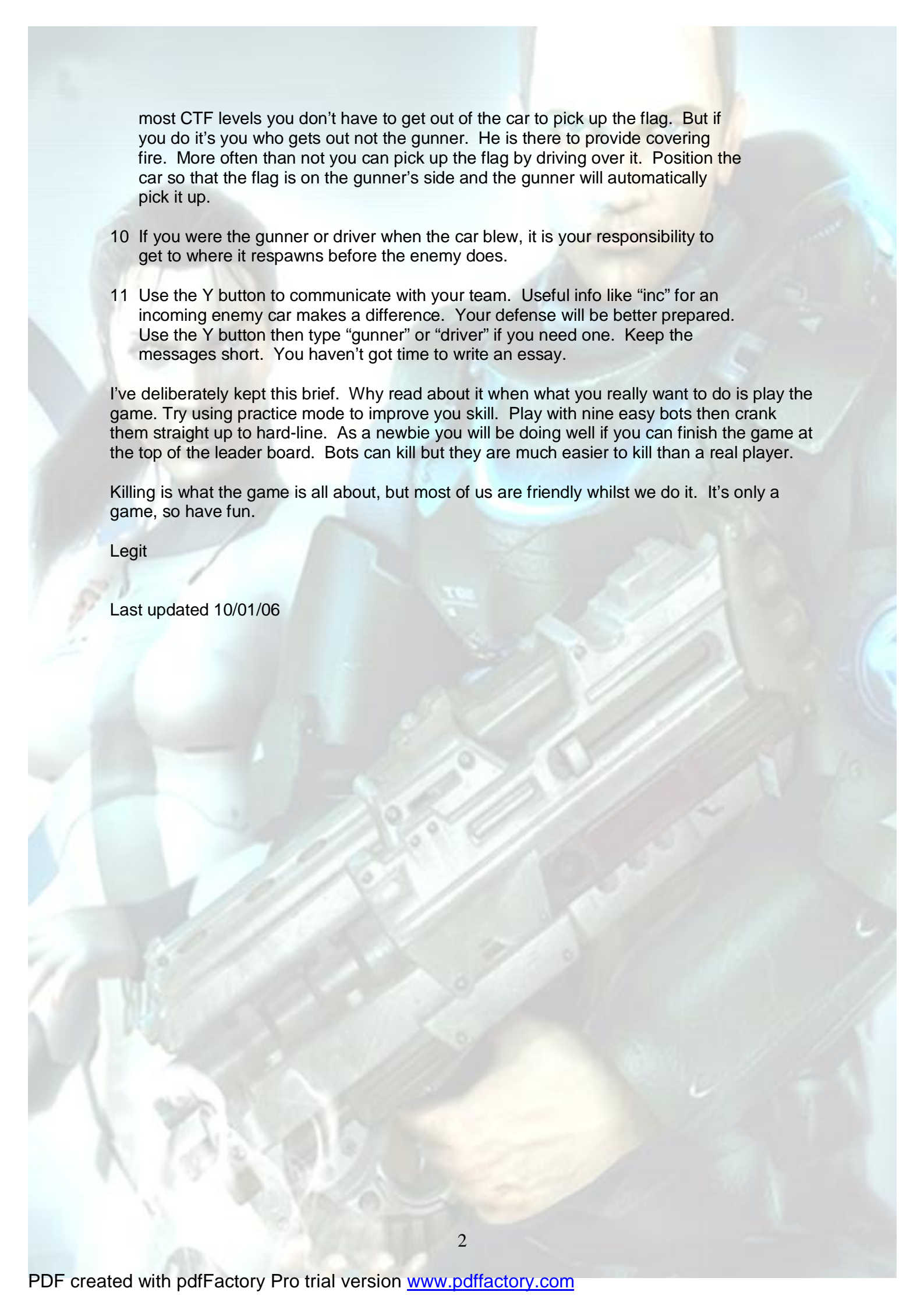




Newbie Tips

Those veterans amongst us like a decent fight. A game that was fought tooth and nail right into extra time and beyond is far more rewarding than a 5 minute walk over. Even if you are on the winning team, if it's over before it started, you are still left wondering why you bothered. So here are a few tips for those new to the game to help you climb the proficiency ladder and make the game more enjoyable for all.

- 1 Try to use the more sophisticated weapons like grenade and rocket. They are more difficult to use but in the long run you will find them more effective.
- 2 Use plasma at your peril. It works in confined spaces but it's a game killer. If you like being called a plasma noob (and worse) stick with it, but other gamers won't like you for it.
- 3 If you make a kill, grab the wec (that little brown packet left on the ground when someone dies) and grab the amo. If you see them laying around pick them up, but don't steal what doesn't belong to you. No one likes a wec thief.
- 4 If grenade is in your combo put your first wec on the grenade. It will give you a trigger so you decide when to blow it. The default 3 second wait is far too long to be much use. Wec up your weapons first then your health.
- 5 Pick your weapons to suit the environment. Sometimes a wec'ed up bulldog is far better than a homing rocket.
- 6 If you drive the armored car you are letting your team down if you don't take a gunner with you. At some point you are going to have to get out too take the flag (if it's CTF) and when you do, the opposition will have the car. It's just as important to have a gunner in TDM or FLS.
- 7 An idle car is a wasted car. The car needs to be protected. Even if you don't want to drive, make sure your team keeps possession of the car by taking the gunners seat.
- 8 Gunners try both mouse buttons. The machine gun is better for dealing with single opponents whilst the rocket is good in a crowd or against another vehicle. Be careful where you fire the rocket. Fire a few feet in front of the vehicle or against a nearby rock or building and you will damage the car or worse, turn it over.
- 9 Drivers, you are not in an F1 race. Adjust your speed to suit the conditions. In



most CTF levels you don't have to get out of the car to pick up the flag. But if you do it's you who gets out not the gunner. He is there to provide covering fire. More often than not you can pick up the flag by driving over it. Position the car so that the flag is on the gunner's side and the gunner will automatically pick it up.

10 If you were the gunner or driver when the car blew, it is your responsibility to get to where it respawns before the enemy does.

11 Use the Y button to communicate with your team. Useful info like "inc" for an incoming enemy car makes a difference. Your defense will be better prepared. Use the Y button then type "gunner" or "driver" if you need one. Keep the messages short. You haven't got time to write an essay.

I've deliberately kept this brief. Why read about it when what you really want to do is play the game. Try using practice mode to improve you skill. Play with nine easy bots then crank them straight up to hard-line. As a newbie you will be doing well if you can finish the game at the top of the leader board. Bots can kill but they are much easier to kill than a real player.

Killing is what the game is all about, but most of us are friendly whilst we do it. It's only a game, so have fun.

Legit

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