Quote:Hell, some players don't even like it when a map starts out with 0 starting credits.

That's a GOOD condition, at least on maps with defense towers. That encourages people to get the hell out there and do something...say, for example, attacking the enemy harvy to ensure that the other team doesn't get advanced goodies until AFTER they do.

I have to say that having a structure invulnerable (basically not there at all) until it powers up COULD make an idea like this workable. It would certainly extend the early game for a few minutes...however, defenses should be up from the outset in any case (even if that isn't how C&C "ought" to work).

If the towers weren't the first things up, I could see small raids of people pinning C4s to the terminals of not-yet-activated buildings some 30 seconds before they're due to come online. In an ideal situation, that would provide some incentive for each team to pay close attention to early defense, but realistically very few people would pay attention to a structure that is not yet of any use to them (seeing as how most folks couldn't give a flying fart even when they're standing in a building on the brink of destruction). Unless the structure is physically NOT THERE before it activates, you'd wind up with games where nothing ever comes online at all thanks to preemptive bomb-laying. But maybe I'm just a pessimist.