

---

Subject: Mind games - that extra edge

Posted by [Anonymous](#) on Tue, 25 Jun 2002 14:17:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

if it's near the end of the game and everyone has at least 1000 to spare, this is a fun trick: plant a beacon in the middle of nowhere. Wait until it goes off, then plant another one in a different harmless location. Do this a third time. While all this is happening, the enemy team is running all over their base trying to locate these beacons. When none of their structures are harmed, they figure it's just some n00b with too much cash. Finally, place the fourth beacon on the pedestal.

---