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Subject: Re: Obelisk Walking

Posted by [Spoony](#) on Thu, 09 Nov 2006 09:43:41 GMT

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the17doctor wrote on Wed, 08 November 2006 17:22 you say westwood knew nothing of it? bullshit!

I sure as hell wasn't around at the time, but my educated guess would be one of the following

-1- They indeed did not know about it

-2- They didn't get around to fixing it (being bought out by EA and everything)

the17doctor wrote on Wed, 08 November 2006 17:22 what do you think the turrets are for on maps like city?

Such a good question. Turrets are pathetic at everything. There is ONE thing they're good for: a warning system to alert you of enemies in your base if you lose your Obelisk/PP.

I absolutely guarantee that when Westwood designed the maps, they DIDN'T think "right, now how can I give Nod a defence against a GDI player who backwalks the ob, considering the fact we allow them to do that and it's a legit tactic, not a bug? I know, we'll give Nod some TURRETS!"

the17doctor wrote on Wed, 08 November 2006 17:22 gdi, on base defence maps, has the agt, nod, most of the time, has the ob and two turrets, and you say thats unbalanced?

Discount the turrets since they completely suck except for the alert system I've already mentioned.

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