
Subject: The Top of the Hand Of Nod
Posted by [WNxCABAL](#) on Sun, 29 May 2005 19:52:43 GMT
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Hey,
I've always wanted to know, why is this at the top of the Hand?
What purpose does it serve?

Subject: The Top of the Hand Of Nod
Posted by [JPNOD](#) on Sun, 29 May 2005 19:54:18 GMT
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For the chopper to land, A chinook lands sign, and it looks like a sort of red cross hmm, hotwire anyone

Subject: The Top of the Hand Of Nod
Posted by [icedog90](#) on Sun, 29 May 2005 19:55:38 GMT
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Helipad.

Subject: The Top of the Hand Of Nod
Posted by [WNxCABAL](#) on Sun, 29 May 2005 20:00:13 GMT
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Yeah, but how many times do you see helicopters land on it?
Was it suppose to repair upon landing?

Subject: The Top of the Hand Of Nod
Posted by [Aircraftkiller](#) on Sun, 29 May 2005 20:01:30 GMT
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It's supposed to be a helipad for quick access to the interior while using a helicopter. In the aggregates there's a door on top that's hidden behind the wall. There is also geometry cut into the shape of a door right there at the wall and it was sealed off. The door will open and you can hear it if you get next to the wall, directly in the center.

So in other words, stand on the helipad marker in the center and walk straight ahead to the wall in front of it.

The door was meant to be part of the extended structures, like the ones you see in my levels. FieldTS has it accessible.

Subject: Re: The Top of the Hand Of Nod
Posted by [hunteroo2](#) on Sun, 29 May 2005 20:35:00 GMT
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WNxCABALHey,
I've always wanted to know, why is this at the top of the Hand?
What purpose does it serve?

i always thought it was like a medivac type thing...in the missions there was the hospital type place in the top floor of the hand...or was that in a different building?

Subject: The Top of the Hand Of Nod
Posted by [Majiin Vegeta](#) on Sun, 29 May 2005 21:47:26 GMT
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AircraftkillerIt's supposed to be a helipad for quick access to the interior while using a helicopter. In the aggregates there's a door on top that's hidden behind the wall. There is also geometry cut into the shape of a door right there at the wall and it was sealed off. The door will open and you can hear it if you get next to the wall, directly in the center.

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The door was meant to be part of the extended structures, like the ones you see in my levels. FieldTS has it accessible.

I saw this once when playing Glacier flying i was sniping at the end of the airstrip and with the graphics screw ups in this game and my old geforce 4 i could see the door clearly

Subject: The Top of the Hand Of Nod
Posted by [Aircraftkiller](#) on Sun, 29 May 2005 22:33:20 GMT
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Yeah, it's a shame that the multiple floors weren't implemented for all the buildings. The elevator access to the roof allows for a great spot to hide beacons as the GDI, or defend from as Nod.

Subject: The Top of the Hand Of Nod

Posted by [flyingfox](#) on Sun, 29 May 2005 23:22:09 GMT

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Something that hasn't been mentioned...it might help to know that the helipad was done to the big Hand of Nod seen in single player, and makes more sense there because the exterior is so much bigger and a helicopter would have sufficient room to land there. In multiplayer the structures are all shortened, and the helipad must have just stayed there because it's part of the design, and of course to coincide with the roof access door.

Subject: The Top of the Hand Of Nod

Posted by [Jecht](#) on Sun, 29 May 2005 23:28:02 GMT

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AircraftkillerYeah, it's a shame that the multiple floors weren't implemented for all the buildings. The elevator access to the roof allows for a great spot to hide beacons as the GDI, or defend from as Nod.

yea, and the basements wouldve been great for for beacons too. (They are on FieldTS)

Subject: The Top of the Hand Of Nod

Posted by [Naamloos](#) on Mon, 30 May 2005 12:38:00 GMT

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I like fieldTS because of the building interiors.

To bad Westwood/EA never added them in all their maps.

Subject: Re: The Top of the Hand Of Nod

Posted by [Lijitsu](#) on Fri, 03 Jun 2005 09:08:22 GMT

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The interconnected buildings undergroud are more of a hinderance, as a group of Engineers can enter the Hand of Nod, and kill Obelisk without worry of being hit by it. I know this from first hand experience. Now, whenever i play those levels, i get a Sniper and patrol the basement level. Ive yet to get an Engineer heading to my Defense structure, though. I hit one in the Barracks, though, but i wasnt defending.

Subject: Re: The Top of the Hand Of Nod

Posted by [Naamloos](#) on Fri, 03 Jun 2005 09:32:15 GMT

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I loved playing the "spy/assasin" in those maps with tunnels connected to building interiors, i could

keep it up a very long time as i always kept moving and killing people there since they didn't suspect anyone hiding in their own base

Subject: Re: The Top of the Hand Of Nod
Posted by [Lijitsu](#) on Fri, 03 Jun 2005 09:39:36 GMT
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Why do you think i patrolled? Not just the Engineers, but people would Spawn-Kill constantly down there. I used to place Mines on the elevators, but everyone either threw mines(I killed about three people for doing that) or would try and mine the entrances. Every once in awhile, i would throw some Timed C4 on the floor of one of the hallways, just incase. Usually i was low on Ammo anyway, and on my way to a PT.

Subject: Re: The Top of the Hand Of Nod
Posted by [flyingfox](#) on Fri, 03 Jun 2005 17:40:39 GMT
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I quite like the building tunnels and elevators....I just wish on those maps that there are more people playing so there are troops to defend. They also make it easier, ala little/no teamwork, to infiltrate a base on your own.
