Subject: A bit fustrated with base defense - Please help!
Posted by Anonymous on Fri, 01 Mar 2002 06:33:00 GMT
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I played some good games online already and I enjoy this game alot.. Since its my first post on this forum I would like to tell you that I have been playing RA2/ Yuri's for about 1-1/2 years now at about a top 25 level and now its time for a change of pace. Quake was fun but this game is was more interesting..Now for my problems/questions:1.)I am pretty fustrated with only about 1 thing in this game.. The Oblesik and the GDI tower base defense... Is it me or does the game seem to just revolve around losing an incredible amount of time/effort/money and units trying to overcome base defense! Its almost not worth getting into the enemy's base! Its a death sentence!I tried so many diffrent things, i like 8-16 player games and rushing in with 4-6 tanks usually gets demolished by 1 or 2 of any kind of tanks and 1 defense tower! Then you try to sneak in and it still gets you! Is there any easy way or effective way to get past base defense?2.)Does planting 1 C4 on a master computer in buildings blow it up?3.)Stealth tanks-I thought they supposed to be invisible, and it seems no matter how far I am away the enemy allways shoots me! 4.)Hot-wire and engy? whats the diffrence?I am pretty **** good at this game and I have gotten MVP in at least 40\% of the games I played, but the above things drive me crazy, I would appreciate your help.. THANKS!

Subject: A bit fustrated with base defense - Please help!
Posted by Anonymous on Fri, 01 Mar 2002 06:39:00 GMT
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quote:Originally posted by AzWhoopin:4.)Hot-wire and engy? whats the diffrence?Hotwire/technician has proximity mines, and they repair faster than engineer.

Subject: A bit fustrated with base defense - Please help!
Posted by Anonymous on Fri, 01 Mar 2002 06:43:00 GMT
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quote: 1.)I am pretty fustrated with only about 1 thing in this game.. The Oblesik and the GDI tower base defense... Is it me or does the game seem to just revolve around losing an incredible amount of time/effort/money and units trying to overcome base defense! Its almost not worth getting into the enemy's base! Its a death sentence! I tried so many diffrent things, i like 8-16 player games and rushing in with 4-6 tanks usually gets demolished by 1 or 2 of any kind of tanks and 1 defense tower! Then you try to sneak in and it still gets you! Is there any easy way or effective way to get past base defense?If you are playing as NOD try a flame tank rush. It takes more than 1 though. The key to this game is teamwork. If you are playing as GDI 3 mammy tanks can take it but you will lose one for sure. Have an engineer or hotwire follow for support if you have one. quote: 2.)Does planting 1 C4 on a master computer in buildings blow it up? It takes more than 1 C4. I beleive 2 remote C4's take off a 1/3, your timed takes off a 1/3. Therefore an engineer cannot do it in one try but a Hotwire can. quote: 3.)Stealth tanks-I thought they supposed to be invisible, and it seems no matter how far I am away the enemy allways shoots me! Stealth Tanks and stealth black hands (the 400 credit ones) are invisible unless you shoot or get too close

to a vehicle or infantry. Also the defensive structures can see you just fine. quote: 4.)Hot-wire and engy? whats the diffrence? Hotwire and Technicians (the NOD counterpart) are upgraded engineers. Their repair gun works better and they carry an extra timed C4 and 5 or 6 proximity mines also.Hope I helped.

Subject: A bit fustrated with base defense - Please help!
Posted by Anonymous on Fri, 01 Mar 2002 07:34:00 GMT
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Thanks alot guys for the help.. See you online

Subject: A bit fustrated with base defense - Please help!
Posted by Anonymous on Fri, 01 Mar 2002 09:46:00 GMT
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first off takin outt he gdi base tower only takes 800 credits "thats if you dont get caught by a mammoth on the way" just rush the tower wit a flame tank and bam unless u get toasted by other ppl it should be ez if you do end up gettin jacked just be a engy and go inside it wit some remote and timed c4 blow it to heck from the inside out

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Subject: A bit fustrated with base defense - Please help!
Posted by Anonymous on Fri, 01 Mar 2002 09:51:00 GMT
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Been seeing/using the machine gun spray to detect those invisibles too. Seems they emit some kind of transparent distortion effect when they get hit by anything. So spraying half a clip while spinning in a circle can warn you of a potential drive by *boink*ing   [March 01, 2002: Message edited by: sinister]

Subject: A bit fustrated with base defense - Please help!
Posted by Anonymous on Sat, 02 Mar 2002 03:10:00 GMT
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Why do you want an in-game mp3 player? Just run winamp or something in the background.......

Subject: A bit fustrated with base defense - Please help!
Posted by Anonymous on Sat, 02 Mar 2002 03:35:00 GMT
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Actually, an in-game MP3 player would be really awesome. There's a game that might be coming

out soon called "Project Nine Zero" (http://www.whatsthehoopla.com/project90/index.php) that includes an in-game MP3 player and it provides a really cool effect.Then again, those of us with XP (and whatever other OS's/drivers actually allow it) get to play multiple channels of sound simultaneously, which rocks.