
Subject: Temple of Nod, Nuke [spoilers]
Posted by [Anonymous](#) on Wed, 06 Mar 2002 10:52:00 GMT
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I've just rescued Sydney and have to launch the nuke, I went all the way up the silo and tried using the console, shooting it, C4'ing it, jumping on it, hitting the missile, and I can't get anything to work. Do I have to get Sydney all the way up there or what?

Subject: Temple of Nod, Nuke [spoilers]
Posted by [Anonymous](#) on Wed, 06 Mar 2002 13:35:00 GMT
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Uhhh... ****. I'm gonna have to trek all the way back and escort her, then... "HOLD ON, I'M COMING!!!" /runs off toward the sunsetBTW thx

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Posted by [Anonymous](#) on Wed, 06 Mar 2002 15:55:00 GMT
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GRRhg Actually you did the best thing. You cleared the path all the way up the silo for safe passage for Sydney.....When I first found Sydney and tried to follow her, she would get killed or I would because of the amount of Black Hands that are guarding the silo on each platform.Lucky I saved it just before I walked up to Sydney and I had to follow her.Since she wouldn't move unless I walked up to her, I took the opportunity to clear the path for safe passage for Sydney. I followed the path that she takes and killed all the Black Hands in the Silo. Then I went back and got her.... It was sooooo much easier [March 06, 2002: Message edited by: no_pulse]

Subject: Temple of Nod, Nuke [spoilers]
Posted by [Anonymous](#) on Wed, 06 Mar 2002 17:56:00 GMT
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Yeah, I know, except for the rocket guys who magically popped in to say 'hello' right at the end. What's with that? My worry was that she might've been hosed on the way up there while I left her... Still not as nasty as 'escorting' Dr. Mobius (the old geezer). I accidentally shot him a couple times too...I've beaten it, hooray. In hindsight, it was sweet but far too short. I would've liked some skirmish missions or something based on the old C&C, that would be awesome and up the replayability tenfold. But, I still have fond memories of blowing up and entering the Temple of Nod... "Ask not what your country can do for you, for a toil today is a lesson tomorrow!" "All work and no play makes Jack a dull boy."

Subject: Temple of Nod, Nuke [spoilers]
Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:22:00 GMT

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sydney disarms the nuke not you
