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Subject: Beacon on the pedstal trick  
Posted by [Anonymous](#) on Sun, 05 May 2002 15:04:00 GMT  
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I thought this was cool. I don't know the name of the map; it's the one where there's no power plant or guard tower for either team. Any ways, I was Nod on the map and GDI placed a beacon on our airstrip. They backed up the beacon with mammoth tanks, meaning that disarming it would be near impossible (the tanks we did have out took out their infantry barracks). Boom, up goes our airstrip. Great, game over I thought. Then someone from our team placed a nuclear beacon....and then game over. They placed the nuke on their pedestal in the infantry barracks. Now, what I thought was neat about this is that the infantry barracks would be the last place I would personally look for a beacon since the building was already blown up. But that's exactly where someone from our team put it. Another thing, is there like AVI files or demos of good games played? Quake 2 had something like that, where I could play a whole game and capture it all to a demo file, then play it back later offline in Quake 2. I would like to study games and tactics if possible. [ May 05, 2002: Message edited by: supertech ]

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Subject: Beacon on the pedstal trick  
Posted by [Anonymous](#) on Sun, 05 May 2002 15:17:00 GMT  
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Yes you r right. See this.  
[http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get\\_topic&f=2&t=000653](http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic&f=2&t=000653)

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Subject: Beacon on the pedstal trick  
Posted by [Anonymous](#) on Mon, 06 May 2002 13:28:00 GMT  
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16 players? i cant even get into a 12 sided game....

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Subject: Beacon on the pedstal trick  
Posted by [Anonymous](#) on Tue, 07 May 2002 00:43:00 GMT  
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I did that once. Two stealths in the Barracks, he placed a Nuke on the pedastol (V. Bad SP) we were expecting their whole team to charge in (16 ppl). But no one did.

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