
Subject: I know someting you dont know!
Posted by [Anonymous](#) on Wed, 29 May 2002 10:26:00 GMT
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well, you may know but...oh well.an easy way to destroy the obelisk on Hourglass is to get a humvee and a hotwire and to use the humvee to go ove the hill and away from the tiberium field. then, the obelisk blows you up so just run straight (or whatever) while jumping and just go inside and blow it up. comments?

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Wed, 29 May 2002 11:30:00 GMT
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you can also do that with a big wad of infantry from the tunnel. Get enough of them, and it can't hit you all.

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Wed, 29 May 2002 13:47:00 GMT
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quote:Originally posted by eae:If I understood correctly, his plan didn't require any casualties.thats why my strat works so good! 700 creds for taking out the obelisk.

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Wed, 29 May 2002 13:54:00 GMT
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quote:Originally posted by ThunderChicken:thats why my strat works so good! 700 creds for taking out the obelisk.This is something you should post (the tactic that is), not bumping old cr4p.[May 29, 2002: Message edited by: eae]

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Wed, 29 May 2002 14:35:00 GMT
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quote:Originally posted by eae:This is something you should post (the tactic that is), not bumping old cr4p.[May 29, 2002: Message edited by: eae]ok....i only did 5 of em, what is so wrong about that? I was wondring if anyone would have anything to add on those and see if anyone would care or not. seems like you really blew a fuse. i'll stop now if you stop flaming me in the other posts (you and scrumfy).BTW, i think you can say crap.[May 29, 2002: Message edited by: ThunderChicken]

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Wed, 29 May 2002 15:04:00 GMT
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Err why would you need the humvee, when you can climb the hill and walk AROUND the tib field?

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Wed, 29 May 2002 15:09:00 GMT
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quote:Originally posted by ArmorAce...:Err why would you need the humvee, when you can climb the hill and walk AROUND the tib field?since the top of the hill is "flat" you need transport across there so you can make it to the obelisk alive.

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Wed, 29 May 2002 15:14:00 GMT
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even more sucessful: Send one hummer(with one person in it), followed by another, this time with two hotwires. Works like a charm...obelisk goes for the distraction, then goes to hell.

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Wed, 29 May 2002 15:18:00 GMT
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quote:Originally posted by Nukelt15:even more sucessful: Send one hummer(with one person in it), followed by another, this time with two hotwires. Works like a charm...obelisk goes for the distraction, then goes to hell. for that, you need team co-ordination, very difficult to achieve. but it would work better because while one is going after the obelisk, the other two go after the hand of Nod and the airstrip. One hummer is enough to take out the obelisk though. Sometimes i join a game and tell my team (on hourglass, GDI) i'm going to destroy the obelisk with a humvee and a hotwire and they laugh at me and say im a n00b. then, I prove em wrong when they hear "Nod Obelisk Destroyed".

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Thu, 30 May 2002 00:17:00 GMT
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quote:Originally posted by Nukelt15:you can also do that with a big wad of infantry from the tunnel. Get enough of them, and it can't hit you all.If I understood correctly, his plan didn't require any casualties.

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Thu, 30 May 2002 09:12:00 GMT
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Team coordination is not as hard as you might think. All you decent pple, go toweb pageAnd register for some great games.As to your first strat in this post, do you really think you can run down the mountain, run into the obby, wait the 30 seconds for your c4 to blow without getting noticed by someone on any half competant server?

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Thu, 30 May 2002 18:00:00 GMT
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I know this is a old post but doesn't hourglass not have base defenses?

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Thu, 30 May 2002 18:33:00 GMT
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quote:Originally posted by lilman9000:Team coordination is not as hard as you might think. All you decent pple, go toweb pageAnd register for some great games.As to your first strat in this post, do you really think you can run down the mountain, run into the obby, wait the 30 seconds for your c4 to blow without getting noticed by someone on any half competant server?you may be noticed...but if you do it right, the obelisk won't shoot. maybe it could work if your team is diverting the enenies attention (ie, Mrls over hill, offense attack mrls, defense repairs the refinery). as long as the enemy is busy, they shouldn'yt notice. you copuld also put remote c4 in the entrance for extra security.

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Fri, 31 May 2002 14:23:00 GMT
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quote:Originally posted by ThunderChicken:ok....i only did 5 of em, what is so wrong about that? I was wondring if anyone would have anything to add on those and see if anyone would care or not. seems like you really blew a fuse. i'll stop now if you stop flaming me in the other posts (you and scrumfy).BTW, i think you can say crap.[May 29, 2002: Message edited by: ThunderChicken]Fine then. And... crap.

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Fri, 31 May 2002 15:04:00 GMT
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quote:Originally posted by eae:Fine then. And... crap.crapppity crap crap crap...crap.

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Sat, 01 Jun 2002 17:11:00 GMT
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that is why you mine the AGT and Oblisk

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Sat, 01 Jun 2002 18:22:00 GMT
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quote:Originally posted by ThunderChicken:Quote:Originally posted by eae:If I understood correctly, his plan didn't require any casualties.thats why my strat works so good! 700 creds for taking out the obelisk.[/QB]it is good. But a wad of infantry can work, and it is free

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Sat, 01 Jun 2002 20:45:00 GMT
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quote:Originally posted by ThunderChicken:well, you may know but...oh well.an easy way to destroy the obelisk on Hourglass is to get a humvee and a hotwire and to use the humvee to go ove the hill and away from the tiberium field. then, the obelisk blows you up so just run straight (or whatever) while jumping and just go inside and blow it up. comments?This will only work if you playing a team made completely up of n00bs. This move is so easy to counter that maybe (just maybe) the biggest dumass player can stop you.

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Sun, 02 Jun 2002 11:08:00 GMT
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quote:Originally posted by silentson:This will only work if you playing a team made completely up of n00bs. This move is so easy to counter that maybe (just maybe) the biggest dumass player can stop you.I have succeeded a few times. were you reading above posts, because I said it another post that you should wait for a diversion and then go in. or, you could try to get a beacon and a humvee and then eploy it by the obelisk...BTW, if you jump and run straight, it is easier to reach obelisk.

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Mon, 03 Jun 2002 15:39:00 GMT

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Even better is to get 37 people with beacons, rush the Nod base in hummers from all 3 directions and plant at least 5 beacons per building (leaves some left over for deaths)works every time!

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Mon, 03 Jun 2002 19:02:00 GMT
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quote:Originally posted by I hate the French:Even better is to get 37 people with beacons, rush the Nod base in hummers from all 3 directions and plant at least 5 beacons per building (leaves some left over for deaths)works every time! lol, that would cost each person 1350, 1350 X 37 =.....hmmm....*opens calculating program on comp*... that would cost the team 49950 creds

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Mon, 03 Jun 2002 19:29:00 GMT
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quote:Originally posted by I hate the French:Even better is to get 37 people with beacons, rush the Nod base in hummers from all 3 directions and plant at least 5 beacons per building (leaves some left over for deaths)works every time! Your a dumbass if you are able to get 37 people to rush with you you can destroy them alot quicker with engis or tanks than beacons. It would be cheaper this way to.

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Tue, 04 Jun 2002 10:12:00 GMT
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quote:Originally posted by silentson:Quote:Originally posted by I hate the French:Even better is to get 37 people with beacons, rush the Nod base in hummers from all 3 directions and plant at least 5 beacons per building (leaves some left over for deaths)works every time! Your a dumbass if you are able to get 37 people to rush with you you can destroy them alot quicker with engis or tanks than beacons. It would be cheaper this way to.[/QB]Ummm...that was an attempt at lame humor. Lighten up. Go ask your mom to bake cookies or something

Subject: I know someting you dont know!
Posted by [Anonymous](#) on Tue, 04 Jun 2002 13:26:00 GMT
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cookies are yummy

Subject: I know someting you dont know!

Posted by [Anonymous](#) on Tue, 11 Jun 2002 19:48:00 GMT

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that would be cool, if u could like walk behind the harvester, and then like not die, because the oby couldnt shoot u, becausethe harvester was against them! wouldnt work against them, but would work against agt... since its lower

Subject: I know someting you dont know!

Posted by [Anonymous](#) on Fri, 14 Jun 2002 10:27:00 GMT

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quote:Originally posted by cliffkik0:that would be cool, if u could like walk behind the harvester, and then like not die, because the oby couldnt shoot u, becausethe harvester was against them! wouldnt work against them, but would work against agt... since its lowerDid I hear Chem Trooper?

Subject: I know someting you dont know!

Posted by [Anonymous](#) on Fri, 14 Jun 2002 13:02:00 GMT

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Or you could just have 3 MLRS's with a Medium tank come from the left and bomb their PP, then wipe out everything else.Or have one guy stand behind a rock on the hill just right and the Obelisk will shoot and miss, again and again, just rush your buggy, APC, or assault crew as soon as it misses and you'll have zero casualties.
