on the map under, go to nods back enterence tunnel, go to the one near the PP, dive for the first rock, crouch until ob has stopped charging, then dive for the other one infront, then to the wall, crouch then, and u may stand up (chrouch just incase) place a beacon there and it will destroy the PP if u r close enuf, then u can make a mad dash forward and try and make the hon, then jsu C4 it

It all depends on luck wether you make it or not. That thing fires sometimes without even chargnig, other times youll be able to make it. BTW, youll never be able to see it charge, unless your the host. Most of the time, you cant even see the beam when its a kill shot. Your body just falls to the ground and starts smoking. You can see the beam if the shot isnt fatal. [August 22, 2002, 14:44: Message edited by: ArmorAce..]

wierd, i always see the beam, in every game, and i see it charging, and hear it, oh well! and with this, try and get a small character, not like gunner, he is to lanky, he will get shot, i have tryed this on MPP and it works, and with no lag it works on wol aswell. plz post more tacktics here aswell

Crimson Hackers is looking for members, FREE (obviosly) membership, PM if you would like to join. i will host tryouts whenever possible.p.s- if you dont want to join Crimson Hackers, think about joining the Crimson Snipers, i own em both. theyre pretty much the same, except the Crimson Hackers are for more advanced users....   [August 22, 2002, 17:58: Message edited by: HavoKane]

delete this

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Thu, 22 Aug 2002 19:34:00 GMT
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flashcar1 Commander Member # 12763 Member Rated: posted August 22, 2002 14:53
  -- wierd, i always see the beam, in every game, and i see it charging, and hear it, oh well! --------------That is not possible. If you are not the server, you do NOT see the obelisk charge, you do NOT hear it charge. Its the same reason you cannot turn on radio icons...its in the server code section not the client code.

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Fri, 23 Aug 2002 09:16:00 GMT
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I don't always see the beam, but I thought it was just lag with my *)&##*&^&@^modem...

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Fri, 23 Aug 2002 10:39:00 GMT
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quote:Originally posted by flashcar1:wierd, i always see the beam, in every game, and i see it charging, and hear it, oh well! and with this, try and get a small character, not like gunner, he is to lanky, he will get shot, i have tryed this on MPP and it works, and with no lag it works on wol aswell. plz post more tacktics here aswell   how do u c it charge in every game i only c it if im host whats ur connection?

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Fri, 23 Aug 2002 11:15:00 GMT
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quote:Originally posted by flashcar1:on the map under, go to nods back enterence tunnel, go to the one near the PP, dive for the first rock, crouch until ob has stopped charging, then dive for the other one infront, then to the wall, crouch then, and u may stand up (chrouch just incase) place a beacon there and it will destroy the PP if u r close enuf, then u can make a mad dash forward and try and make the hon, then jsu C4 it   This is an old tactic, but it's a good one if the tunnels are open and unminned. However, beware.I make it a point to place mines on the far side of the rock, so when you're crouching along to make a dash for the wall, BOOM! And if that doesn't get you, I also throw a mine on the wall.

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Sat, 24 Aug 2002 00:47:00 GMT
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i got a 56k V90.0, kinda fast!i have graphix detail on full, every detail on full, dont know whether that does anything but i thought that every1 saw it?! doesnt really matter. and if u kill the PP go to the HON and mine ythe back door, no one usually cares about the back door but it is used alot and no-one puts proxys there, so throw a few by there, and get your kills up

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Sat, 24 Aug 2002 03:19:00 GMT
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U can also run directly behind the wall (leaving out the rocks) and crouch there. That diminuishes the danger of getting shot by the obby.I never hear him charge either. Sometimes i see the beam, sometimes i don't.But watch out for proxys there. The tactic is too well known nowadays

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Sat, 24 Aug 2002 03:41:00 GMT
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today i didnt see it charge but i heard it, rarely i see the red splodge charge up ontop of the obby

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Sat, 24 Aug 2002 19:07:00 GMT
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Guys calm down so maybe he made an honest mistake...........maybe he didn't who's to tell.its just a game you guys get so worked up over it...haha I sound like the lil guys attorney or somethingOh well if you crouch and ur a hotwire you can take out the PP easily with an ion beacon....simplistic

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Sat, 24 Aug 2002 20:27:00 GMT
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agreed.Clan advertisement is pathetic.

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Sun, 25 Aug 2002 00:33:00 GMT
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thats not very nice now is it?

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Tue, 27 Aug 2002 14:31:00 GMT
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dual slalom jump bike on the ramps, 6 foot high ones, every1 says i am mad, coz i am only 12, hehe!

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Wed, 28 Aug 2002 02:05:00 GMT
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Hmmm I have played over a thousand games and I have never heard the obby charge or seen it glow. Talking about the glow on the tip and the 5 second long charge sound.I was told this is not possible in MP unless you are the server, as only the server section of the code has those extras, along with radio icons, ambient sounds, and extra sounds like the cargo plane engines etc.

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Wed, 28 Aug 2002 07:09:00 GMT
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Nope, ive seen the beam and seen it charging, and i was NOT the server

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Subject: get to nod PP/HON without detection!
Posted by Anonymous on Wed, 28 Aug 2002 09:52:00 GMT
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Subject: get to nod PP/HON without detection!
Posted by Anonymous on Wed, 28 Aug 2002 11:11:00 GMT
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This strat is usefull, but is darn impossible to execute since there is usually someone jumping over the pp to get into the tunnels.

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Wed, 28 Aug 2002 14:11:00 GMT
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spam spam spam spam spam spam spam spam

Subject: get to nod PP/HON without detection!
Posted by Anonymous on Sat, 31 Aug 2002 21:44:00 GMT
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when i was still playing in beta i could get to nod pp with just a hotwire... but i think the ob did less damage back then, too

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Subject: get to nod PP/HON without detection!
Posted by Anonymous on Sun, 01 Sep 2002 07:29:00 GMT
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quote:Originally posted by H3liCat:when i was still playing in beta i could get to nod pp with just a hotwire... but i think the ob did less damage back then, tooyou can still do that now. without moonwalking even (walking backwards so it dont zapp ya)once your behind the little wall run duagonal towards the hand. wait there for about 10 secs for the oby to uncharge. then run along the power wall and duck behind that other little wall there (if you go strait for the power u will be zapped) wait another 5 - 10 secs for it to discharge. bam your in the power.. game over... uunless someone spawns there

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Subject: get to nod PP/HON without detection!
Posted by Anonymous on Sun, 01 Sep 2002 15:28:00 GMT
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I think thats a bug...out of all the games I have played, TWICE when I died I got the Single Player style death...ie a different animation, and with a scream! I always see the obelisk beam, but never the tip glowing and/or the "Vvvrrrreerrrrhh" sound of it charging.Yes I know that was a pathetic attempt at mimicing the charge sound, but you know what I mean

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