Subject: A tactic and a funny story Posted by Anonymous on Thu, 07 Nov 2002 13:24:00 GMT View Forum Message <> Reply to Message

Well, first, the story: I just joined a new server and in order to get some more money at the beginning I rushed out to shoot at some nearby tanks. It was on Hourglas and there was a Light Tank coming so I started to shoot at him while he tried to smash me. I took out my C4 and throwed it on the tank. Somehow, while the tank was retreating, the C4 landed on his cannon, which is not very unusual. But then I noticed that the driver of the tank was completely irretaded (he drove as if he was drunk and rotated his cannon from one side to the other all the time), apparently, the C4 blocked his view and he didn't know what to do. When he shot the shells exploded at the C4 and hence didn't even come out of the cannon. It was pretty funny, unfortunately the C4 exploded after some time and he smashed my bones.But now the 'tactic': I see so many people at the very beginning rushing out for the enemy or for the harvy but instead you should try to get that yellow box first, which is much more profitable as it can contain up to 200\$. On many maps you can APC rush quite fast because of this money boost while the enemy doesn't even have mines, yet. Oh, there's also another thing I have in mind: On Under you can jump down from the top of the hill in the middle of the map without loosing hp. You have to go to the 'GDI-side' of the hill and there you have to jump to the corner of the wall of the highest hill. On this wall you just slide down, without losing hp, that's quite helpfull if you're a sniper and under attack from pesky infs.

Subject: A tactic and a funny story Posted by Anonymous on Thu, 07 Nov 2002 13:39:00 GMT View Forum Message <> Reply to Message

you can also jump down from the highest point in the walls map without dying

Subject: A tactic and a funny story Posted by Anonymous on Thu, 07 Nov 2002 16:49:00 GMT View Forum Message <> Reply to Message

that's a great story about the c4. Which part of the barrel did it land on and did it destroy the tank when it went off?

Subject: A tactic and a funny story Posted by Anonymous on Fri, 08 Nov 2002 03:05:00 GMT View Forum Message <> Reply to Message

Be very careful when "jumping" off the big thing, make sure you fall off and hold the direction key from where you came. This will use the side of the hill to break your fall. But do not jump from the hill --- it hurts

unfortunately it didn't, just as usual C4. It landed exactly at the opening of the cannon!

Subject: A tactic and a funny story Posted by Anonymous on Fri, 08 Nov 2002 14:27:00 GMT View Forum Message <> Reply to Message

quote:Originally posted by IIApCII BoinkTime:that's a great story about the c4. Which part of the barrel did it land on and did it destroy the tank when it went off? I see no reference that says you are banned at the Pits server. You WERE kicked for this though, which is against the server rules.spambot99 Jul 06, 2002 Friendly Beacon Exploit I think you need to change your tagline, but if you wish to keep saying you are proudly banned we can accommodate you. [November 08, 2002, 14:34: Message edited by: Jarhead57]

Subject: A tactic and a funny story Posted by Anonymous on Sat, 09 Nov 2002 17:55:00 GMT View Forum Message <> Reply to Message

quote:Originally posted by Jarhead57: quote:Originally posted by IIApCII BoinkTime:that's a great story about the c4. Which part of the barrel did it land on and did it destroy the tank when it went off?I see no reference that says you are banned at the Pits server. You WERE kicked for this though, which is against the server rules.spambot99 Jul 06, 2002 Friendly Beacon Exploit I think you need to change your tagline, but if you wish to keep saying you are proudly banned we can accommodate you.. Hey don't change the tag line man, dam the man! Fight the power! I got kicked once and I still come back on every so often to mess with people. The people who run the Pits server can run it anyway they want and make any rules they want, even if they are silly and go against the nature of fun game play. They claim some things are exploits/cheats (and this discussion has been beat to death), while I and the majority of gamers here agree that if the makers wanted it gone or changed they've had what, a year now, and a few patches to do it in. Since these things remain one can assume they are legit and any rules that say otherwise are bogus and void.

Subject: A tactic and a funny story Posted by Anonymous on Fri, 22 Nov 2002 11:35:00 GMT View Forum Message <> Reply to Message

LOL, cool story.