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Subject: A tactic and a funny story

Posted by [Anonymous](#) on Thu, 07 Nov 2002 13:24:00 GMT

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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 threw 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 losing 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.

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