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Subject: Radar love

Posted by [Anonymous](#) on Tue, 07 May 2002 21:35:00 GMT

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If you've been driving all night, hands wet on the wheel, think about using the radar to your advantage for a change. The radar is cool. The yellow, or red dots on it, indicate your friends. You knew this right. Now, act like it. If you're in the begin game, follow all those other dots, or, when you are fast, wait for the other dots to start moving in your direction. Then look around. What you see? Great, all friends around you. Now, you are no longer a n00b. At the very least, you're a bunch of n00bs, tight together. Even a bunch of n00bs is a significant strategical advantage, provided, they are:- All heading the same way- Through some sort of communication set themselves a goal.- Not shooting at each other when FF is on. Now, this team, can go out and do things, solist cannot do in the beginning. Such as, blow up a harvester AND defend their own. Or take out that one dangerous building in those maps with no AGT/Obelisk. Man, you also got to learn, to love the radar. Xcept for the turret view option, it is about the only thing that will remind you to step aside, if Harvy wants a go at the Tib field. You could, ofcourse, ignore the bigger dot moving to the center of the radar. And just block that Harvy thing until people get real mad at your n00bness. So don't. See big harvy dot coming your way == move to make room. Harvy is good. Harvy means money, if it makes it back in one piece. Heck, while you are examining the radar, you may even discover things. Like, you know, them stars appearing. It is no accident, that you'll get some beacon deployed message, just when that star bleeps up on your radar. These are not mission objectives, no. This is not the single player missions. Star is beacon. Star in your color, is good beacon. Beacon is good, like Harvy, if put at the right place. So, use the radar, to see if you beacon is in a comfotable place in relationship to your physical position on the map. Wha? Oops, slow down. I mean, you may find yourself, behind the MCT of a large automobile.. factory. You may ask yourself, well, how did I get here? But that's not important. Important is, you may ask yourself, where should I put my C4 now. Then, there's this star on your radar. It is freaking close. So, don't put the C4 on this MCT, take one further away from the star. This is taking a wild guess, that the star will turn nova and take out a building. If it does, your C4 may deocrate the MCT of another, equally important, but not doomed, structure. O yeah, if you see yellow and red dots on the radar, uhm, well, you'll figure that out. And tell the host then that he svcks, and that I said that, since that's a bad setting. You know, there's this concept of surprise. Kinda lame, to see all them other colored dots home in on you. I'd rather stumble upon them by surprise, not by radar warning.

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