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Subject: AGT vs OBELISK

Posted by [Anonymous](#) on Sat, 30 Mar 2002 07:56:00 GMT

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quote: i got a question then, u know that hiding behind the harvester?? i knew about that already but doesnt the AGT fire at you then?? if it does then it gives away your position. and how do u get in the nod base?? jumping right?? Yes, well, the defenses will always fire in your direction. There is no way to avoid that.As for the Nod base, run to the rock near the PP. When the Obelisk calms down, run to the nearby wall. Duck and wait for the Obelisk to calm down again. Then you run like hell towards the Hand of Nod. If you run in the right direction the big hand will shadow the Obelisk and you'll be safe. From there you can either go into the Hand of Nod through the back entrance or proceed to the Power Plant (if you are careful).Other levels where you can avoid the defenses alone on foot are Mesa (Obelisk only, although it's quite hard) and Field (both AGT and Obelisk, but you'll need a nuke to do any damage). On City you must have a vehicle (although Hummvee or Buggy will suffice to get past both AGT and Obelisk). Also, on Mesa you can use a special trick involving any vehicle and a technician and blow up the refinery when noone notices.

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