Subject: Tips For The Technichan lovers. Truse me, you can use the a Posted by Anonymous on Thu, 14 Mar 2002 23:26:00 GMT

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::::::ATTENTION::::::::::::::::::::::::ATT ENTION:::::ATTENTION ATTENTION:::::ATTENTION::::: TIPS FOR THE MAP()WALLS()Today i was playing, nothin unusual about that. I was playing at the map, Walls. And of course i was a hotwire for the gdi. But the junky thing was that there was two other hotwires placing mines inside the structures, a definate noob move when its early on in the round, and they r not even at your base yet. Not a good move. At this map the proximity mines should be in 2 places, at the high enterance to your base, and to the tunnel that starts in front of your base. First, you plant underneath, plant a row of four a little ways into the tunnel and another row of four that r close to the first four, but wont explode when the first row gets triggered. That makes 8 down below, which leeves you with 22 left. Furthermore, you should run to the front enterance and plant 3 rows of 7, all being spaced apart enough to not be effected if one of the rows, or a couple of the mines in the first row, is triggered. Undoughtingly, alway keep your health at full, your pistol clip loaded(dont be scared to shoot them in there head), a full stash of 6 proxies in your pocket. once you see your name come up in the top left corner, you know its time to start setting mines. In a sum up, this map has no defense tower for either side, no point in waisting your mines in your structures, cause there is no towers to kill the oncoming foot soldiers. That is the techs job. So place those proxies wisely at this map, and u too will have 1500 points, 20 kills, and ranked in the top 5 to 10 payers, having fun, playing HARDCORE DEFENSE. Tell me what you think about me and my advice, dont be shy. I am putting this up for the noobs to the advanced.