

---

Subject: Take out the obelisk tower in the first 2 minutes in the dem

Posted by [Anonymous](#) on Thu, 28 Feb 2002 15:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:I've found it's better if you're GDI to mine the area between the tunnel and the power plant, and if you're Nod to mine the area past the rock by the power plant tunnel and also the area outside the other tunnel. That way, if people want to disarm these mines, they have to step into the lines of fire of the obelisk and turrets, or in GDI's case the AGT will WTFown anyone trying to disarm a mine in the open. This works a lot more effectively than mines in the tunnel... when I told people to use it against me as a test, I couldn't get through, period. I can get through every time if mines are in the tunnels, that's easy to avoid. Yep have to agree here. Its better to mine the path to the structure rather than the tunnels. The tunnels can be cleared but its impossible to clear an open area while the base defences are active. Also always mine the area around the obelisk and inside it. This will stop rushes. Another trick is to put the mine in a blind area. Near the Nod power plant there is a blind corner. Place a mine there. Also around the Master controls and just inside doors. I rack up alot of Mine kills this way. Also I have noticed that the GDI are now running towards the Hand of Nod instead of the power plant. GDI always seem to make it into the building no problem. Anyone know it there is a blind spot? Best place to put mine to slow\stop this from happening? Dont Shoot

---