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

Posted by [Anonymous](#) on Thu, 28 Feb 2002 07:09:00 GMT

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I have made successful tunnel runs against both Nod and GDI more times that I can count with my fingers AND toes. Admittedly, GDI's base is far more difficult to infiltrate, but the last two games I've played Nod's base has been just as big a thorn in my Hotwire's side. Usually (I guess I'm lucky and play against Noddies who forget to mine their base repeatedly since I go thru once, disable the mines and then have smooth sailing most of the game) I'm able to run from the back tunnel across to behind the Hand of Nod and only get nicked by the Obelisk. 10 times I tried this last night, and got FRIED in one hit. I'm not sure what the deal is. Unless the previous times my teammates in tanks were attacking the Obelisk, but I don't remember hearing the "Nod Obelisk is under attack" announcement. This tactic has worked 9/10 times in the past and I'm always rewarded with "Nod power offline." What's going on? Oh, about nobody being in the tunnel. I agree it's almost impossible early on in the game, but just wait a little while. When everyone goes gung-ho buying tanks they'll be too busy to bother with the tunnels. Even if there are people in the tunnels, that's what teamwork is for. Get engie/Hotwire/Tech and some infantry support. 2 engies is best, that way the engies can heal each other--they're the ones that need to make it past the obelisk/agt. Sadly, I'm still playing the demo, but it's awesome nonetheless. quote: (Hint: throw mines on the roof of the tunnels, with your back to the way the enemy will come down. If you do this in sloped, dark areas, the black back of the mine will be hard to see. BOOM. ) Good call! I'll have to try it. I'm usually in charge of mining the base when I play.[ February 28, 2002: Message edited by: urban\_skunk ]

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