
Subject: Harvester walking on field

Posted by [flyingfox](#) on Mon, 26 Jul 2004 20:36:12 GMT

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I've made up a quick guide to successful harvester walking, as well as a few things you should know about harvester times. Also, another misc strategy at the end.

Walking the GDI's harvester

First, let's get an idea of how long you'll be waiting for the harvester. When a newly bought harvester is built, it'll take 50 seconds for it to reach the field. This includes build time. So at the start of any C&C field game, you know the harvester will have reached the field on the 50 second mark.

After the harvester has harvested, upon leaving the tiberium field it'll be back on the field in 1:40 seconds. This includes the Nod harvester, so it's easier to remember. If you've bought a stealth soldier or whatever and see the GDI's harvester making its way back to the base, it'll be back out in around that time.

Now, onto the actual walking its-self. When walking a harvester, you want to hold in spacebar. This makes your character jog, and helps reduce collision lag, ruining your run. What you want to do is stay behind the spokes just beside the right wheel.

Constantly jogging into these spokes, you'll run slightly faster than the harvester. The tricky part is moving from the harvester to the guard tower. The exact time you move in is right after the weapons factory door goes out of sight.

Notice the door on the right? I'll be moving in just after it goes out of sight. You want to keep your camera facing the spokes in front of you, so you know exactly when you move in. The minimum safe distance to not be hit by the guard tower is 6 paces. That is, 6 running steps. Any further and it'll have you for dinner.

I wouldn't advise continuing on to get to the refinery, but good men have done it. You'll want to get around the right side of the harvy as it goes in line with the guard tower. Turn around and run diagonally backwards so you can see the guard tower as the harvester moves. Go for the refinery door as the harvester is moving backwards to the docking area. Tricky, even if you're hosting the game.

Walking Nod's harvester

A little trickier, but easy nonetheless. It'll take the Nod harvester 1:08 to be purchased and into the field. This means it'll be touching the field in the 1:08 mark. Use this to your advantage at the start of games to know when to be there attacking it.

From leaving the field, it'll again be back there in about 1:40. An easy time to remember, and again, it's the same for both harvesters (love the attention to detail Westwood put in?).

Now, the actual walking. Again, hold in spacebar to jog; it helps. As the harvester nears the corner, get to the spokes on the left hand side, beside the left wheel. As the furthest turret comes into view, move your way to the right side spokes.

You'd rather the turrets were blown up, though. They are troublesome and will do damage to you. They won't hit you directly, just the ground at the sides of you. However you can still survive with even a basic soldier. The best thing to do when judging when to turn in, is to wait till the turret is out of sight, count to 4, then move in (to the obelisk).

This isn't that accurate a pic, but it's about right. You can get to it without even alerting it to charge up.

If no-ones around, you can also reach the airstrip. stand behind the light post beside the ob (not the one in the picture of course, the one on the other side), walk backwards away from the ob, then crouch to go a little further, using the headlights as shields. Still crouching, hit X then run for the side of the hut. Wait a moment for the ob to charge down, then run the rest of the way.

Onto another thing. You can reach the Nod refinery from the tunnel facing the obelisk without getting hit. It's tricky, but with practise, can be done. I wouldn't use this except as a last resort owing to it's failure rate.

First things first. Purchase any character you want. Head for the tunnel, preferably keeping most of your health throughout. Go down the side that ends facing the obelisk. Run to the smaller boulder on the right and crouch down. The obelisk'll be alerted, but will never get you.

You don't have to go that far out to make it, but you can. What you're going to do is use the light post ahead of you to shield you from the obelisk. The most sucessful way of doing this is to take the most direct route, which uses the least amount of time to reach cover.

See the black texture inside the reticle? It seems small, but not so much when you're actually in the game. You want to head for that texture, stopping barely after it. Don't be turning and running diagonally to see if you'll reach behind the obelisk, because you won't be running directly and it'll only slow you down. Here's where you want to end up.

That's the same texture, and you want to be where sydney is standing.. just after it. When you

reach it, walk towards the post while still keeping safe. Then, run straight for the ref door. You should make it.

What happens in the near future:

Unfortunately, there are 3 factors preventing this from being very successful.

- a) At times, the obelisk decides to attack you earlier than normal.
- b) Lag, giving you that moonwalk style slide along the floor.
- c) Busyness of the area, and chance of getting seen.

The best time to try it would be in a well pinged server, and one where most of Nod is playing in the field.
