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Subject: Anyone ever hotty/tech walk?

Posted by [AoBfrost](#) on Wed, 25 Apr 2007 15:50:05 GMT

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No, not obby walk, and no not harvy walk, but hotty/tech walk.

Anyone ever do this the two easiest maps to accomplish this is hotty on Field and on Under, and for tech on under.

On field:

1. get hotty or any character with needed weapons to take down a building (ion, c4, etc..) and go down to the airstrip tunnel, walk to the second rock on the right of the tunnel entrance, then wait 30 seconds to 1 minute
2. without jumping, dash to the Airstrip wall and crouch
3. start walking along the wall toward the refinery
4. once there wait 30 seconds for obby to calm down.
5. run to the ref in front of the concrete stub on it's side, obby cant see you there, once there, when the obby calms down, run to obby and c4 it or from obby, dash to the airstrip and hide on it's side until the obby calms down, then run inside.

On Under:

1. get hotty and walk to the power plant tunnels
2. once in there run to the first rock and wait 30 seconds
3. dash to the wall by the rock (usually where you place ion to kill pp) and wait 30 seconds
4. quickly get up and dash to the middle of the powerplant and sit there for 2 seconds for obby to calm down, then run on it's side and to the inside of the pp and your in. (same can be done for Hand of Nod, just get to power plant middle and then run to the lower entrance of the hon)

Some servers count this unfair but not obby walk, while most take it ok, I ask mods before I do it, and usually they say it's ok as long as i dont go obby walk purposly and jump back so laser doesnt hit me)

Sometimes you may die, so this is a 1 time thing sometimes, if you keep trying it time after time obby for some reason shoots are faster/right away.

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