Is what they say when you pull off this trick:
(Not sure if it was posted already)

This trick will allow you into the Hand of Nod, Nod Obelisk, or maybe even the Airstrip WITHOUT A VEHICAL.

OK, here is what you do, On C&C_City_Flying, while being on GDI, get a hotwire.

Tell your team to keep Nod busy on their PowerPlant side.
Whilst the do that, with your hotwire, go under the bridge, then go to the Nod building on the far side of the field. Then go to the opening in the left corner by the tib field, between the bridge and building (Under the bridge)

Run over the the big building on the side of the Nod base, don't worry the ob wont shoot if you run directly across. Once there wait like 5 seconds, then hug the wall of the building.

Now go into 3rd person, and while still hugging wall, get to the corner of the building at the end of the airstrip. Then Jump around the corner where the ob can see you and run straight under the ramp that leads up to the top of the building.

The obelisk can't shoot you there, and the turret can't either. Wait like 10 seconds before going anywhere.

After you have waited, run straight for the ramp on the side of the hand of Nod (Closer to the airstrip) As your running there, keep an eye on the obelisk.

If you have done this correctly, you should beable to block out the obelisk with the corner sandbag on the top of the hand of nod, and it won't fire at you. And VUWALA! Your at the hand of nod, unharmed.

Now you have a choise, destroy the hand? Or go through the hand and go to the ob. Your able to get to the ob by going out the front door of the hand, without behing hurt. But I am not sure if you can get to air.

This isn't considered OB walking BECAUSE: Ob walking requires the Obelisk to fire, and you to dodge it. While doing this trick, the ob does not fire at all. IT charges up, but dosn't fire.

[If anyone is confused, I'll post pictures]
EDIT: I made a fraps video, I'll post it when it is done uploading to the file hosting site.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by R315r4z0r on Fri, 22 Sep 2006 04:12:37 GMT

http://s27.photobucket.com/albums/c175/r315razor/Stuff/?acti on=view&current=game22006-09-2123-55-15-15.flv

Video on how to do it. (14mb)

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by rs4015 on Fri, 22 Sep 2006 18:53:30 GMT

woow dude, im impressed

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by StealthEye on Fri, 22 Sep 2006 21:06:16 GMT

You can reach every building from there I think. Maybe not the air, but you can definitely reach all others.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by R315r4z0r on Sat, 23 Sep 2006 04:56:39 GMT

... How can you get to the refinery?! Or the PP for that matter?

(Without ob walking)

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by Tunaman on Sat, 23 Sep 2006 06:00:26 GMT

You can reach every building.
To get to the Ref, make sure the hand part of the Hand is between you and the obelisk and then make a run for it. Then, to get to the PP, just run from the ref, it might look like the ob might hit you but it won't.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by $c0p3 on Sat, 23 Sep 2006 21:58:58 GMT

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razorblade001 wrote on Thu, 21 September 2006 23:51(Under the bridge)

good song

other than that ur post is too long so i didnt read but its probably something obvious u just figured out 5 years into the game

---

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by futura83 on Sat, 23 Sep 2006 22:34:00 GMT
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let me summarise it for you then:

on city flying, it is possible to get to the HON and OB without havihg to ob walk; yet he is still accused of ob walking.

to ob walk, go to the bridge side of the nod base, and hide behind the building. wait, then run for cover using the ramp. wait again. then run for the hon back door.

simple.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by MexPirate on Sat, 23 Sep 2006 22:44:17 GMT
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$c0p3 wrote on Sat, 23 September 2006 16:58razorblade001 wrote on Thu, 21 September 2006 23:51(Under the bridge)

good song

other than that ur post is too long so i didnt read but its probably something obvious u just figured out 5 years into the game

The game hasn't been released for 5 years.

Probably the best thread I have seen in this section of the forum in a very long time tbh.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by Spoony on Sun, 24 Sep 2006 00:27:25 GMT
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The beta was like Nov/Dec 2001, I think (I may be wrong)?

Released officially Feb 2002.

So anyone who played in the beta can say they've been playing five years.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by R315r4z0r on Sun, 24 Sep 2006 05:40:23 GMT
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$c0p3 wrote on Sat, 23 September 2006 17:58razorblade001 wrote on Thu, 21 September 2006 23:51(Under the bridge)

good song

other than that ur post is too long so i didnt read but its probably something obvious u just figured out 5 years into the game

[psssst, watch the video]

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by MexPirate on Sun, 24 Sep 2006 05:51:03 GMT
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MaidenTy1 wrote on Sat, 23 September 2006 20:27The beta was like Nov/Dec 2001, I think (I may be wrong)?

Released officially Feb 2002.

So anyone who played in the beta can say they've been playing five years.

furry muff, forgot about the beta tbh - was just thinking of the feb release date.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by rs4015 on Sun, 24 Sep 2006 11:25:27 GMT
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im just curious, ... what is the definition of ob walking??

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by Sniper_De7 on Sun, 24 Sep 2006 12:01:19 GMT
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doing something while walking backwards in order to glitch the ob in not hitting you. It is commonly confused with ob rushing, which would be having someone rush and take an obelisk hit while you take that to your advantage by rushing as an infantry. So rushing two infantry from the tunnels on hourglass, one getting shot, the other not. Or, rushing one infantry from the short tunnel on field while your team rushes the obelisk, making you able to slip by unnoticed into the ref (if they didn't mine).

As for the topic at hand, well, at least it's on record now, Sort of found this out like 4 years ago, but someone may not know it. It really isn't applicable because the turret shoots (people should normally investigate if they hear a turret shooting) and if you have a Nod team who isn't stupid (unfortunately, that's kind of hard to come by) then you will have people on the field noticing any enemies there. What I used to love doing is rush with a humvee (I don't usually do this as I would rather wish the map to last so I could copter the entire map) Rush with a humvee HON side, and then using the trick I had found out so long ago, using the HON orb to block the obelisk shot as i drove towards the ref, and then onto the powerplant. Sometimes I do this with an orca if I feel like gambling 1250 credits on getting a building, yes it still blocks the ob shots, even though it hovers off ground.

I find it much more successful to rush the obelisk from the hand of nod, that way, I can sit in front of the obelisk with my orca facing my orca towards the obelisk and firing blindly while looking backwards with my gun, usually people suspect that I'm actually *looking* at the obelisk, so they unsuspectfully run straight and are a cause for easy headshotting, even if they do dodge, it's extremely hard to get past the orca because you could just squish them, the only downfall is that if most of Nod is attacking you and you kill too many of them, one of them spawns in the obelisk, which I either have to get out of the orca to kill him (if he's hiding where i can't shoot him) or, shoot him through the door. Also a worthy note is that you can go over the obelisk and it won't fire at you, so you aren't entirely defenseless to apaches that are above you. Though I do get shot sometimes when I'm above the ob, it may be because i wandered too far.

oh, also, with a copter you can get inside of the barracks by landing near the front doors. One time when my team was losing desperately and we only had one copter, I rushed with the apache, had a nuke and planted it on the ped and won the game, it was pretty funny the responses I got. People on GDI got mad, the peope on Nod were surprised I had managed to get it on the ped.

-de7's strategy tips of the day.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by IronWarrior on Sun, 24 Sep 2006 22:05:35 GMT
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WOW... I DInT kN0w U cod DO Tht! ur MI GOD!

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by mrpirate on Mon, 25 Sep 2006 02:46:52 GMT
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IWarriors is pretty much way better than de7.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by Sniper_De7 on Mon, 25 Sep 2006 03:24:42 GMT
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Iwarriors tactics: OK EVERYONE BUY SBHS AND WAIT FOR NUKS WE JUST BLOW DAT BASE TO PEECES AND IT WUD BE LOLOLOLOLOLO(THANK YOU ASHLEE SIMPSON)

It's so simple, yet no one does it, I WONDER Y.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by Jaspah on Mon, 25 Sep 2006 05:36:09 GMT
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Sniper_De7 wrote on Sun, 24 September 2006 23:24Iwarriors tactics: OK EVERYONE BUY SBHS AND WAIT FOR NUKS WE JUST BLOW DAT BASE TO PEECES AND IT WUD BE LOLOLOLOLOLO(THANK YOU ASHLEE SIMPSON)

It's so simple, yet no one does it, I WONDER Y.

Because 3/4ths of the time, people are only looking out for themselves, not eachother.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by puddle_splasher on Thu, 28 Sep 2006 15:56:49 GMT
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The way to the AIR-STRIP is as follows:-

Use the above strategy but as you leave the front door of the HON, you must get over to the pole thats between the HON and STRIP. Crouch behind the pole then move into the STRIP.

Alternatively keep your right-side against the outside of the HON and use the ramp for cover to get to the pole.

The OB aims and fires at the pole, missing you. Just listen to it charging.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by Veyrdite on Fri, 29 Sep 2006 08:34:16 GMT
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ob wlking doesn't work on the modded version of city, those turret things are to high and shoot you down while you are waiting.
i think its city_ext or something

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by R315r4z0r on Fri, 29 Sep 2006 22:10:58 GMT
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dthdealer wrote on Fri, 29 September 2006 04:34ob wlking doesn't work on the modded version of city

Ok, but this is not ob walking.

The definition of ob walking is dodging the obelisk's blast and not getting hurt by it.

Using this technique, the ob dosn't fire at all.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by Ma1kel on Fri, 29 Sep 2006 22:22:09 GMT
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Doing that is a waste of time in any server or lvl of play.

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by EvilWhiteDragon on Mon, 02 Oct 2006 18:12:57 GMT
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no it isnt, it is just that you shouldnt use it in 48 players servers... any playercount below 16 and I thnk it has a very good chance of succeeding if you're carefull. Till 24 it will be doable..

Subject: Re: OMG OB WALKING ISN'T ALLOWED!! ...
Posted by Aftermath on Tue, 03 Oct 2006 04:25:45 GMT
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but relly? do you want to win or not lol