
Subject: a ghost on city flying map
Posted by [zertos123](#) on Fri, 03 Nov 2006 11:04:54 GMT
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i start of as GDI and was in the power planet then i saw a NOD solider walk past me then vanished .the GDI power planet is haunted

Subject: Re: a ghost on city flying map
Posted by [Ryu](#) on Fri, 03 Nov 2006 12:31:57 GMT
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LawL.. Was you in the server alone?

Subject: Re: a ghost on city flying map
Posted by [Scythar](#) on Fri, 03 Nov 2006 12:36:42 GMT
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IQ protectors for sale. 5 bucks a piece. Easy and fast to equip during an emergency, 5 minutes of battery life. Now in all rainbow colors!

Subject: Re: a ghost on city flying map
Posted by [Ryu](#) on Fri, 03 Nov 2006 12:39:07 GMT
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Lol.. If he was in a busy server, It could have been that weird Lag.. were he was walking againsted the wall :s

(He = Nod guy.)

Subject: Re: a ghost on city flying map
Posted by [DarkDemin](#) on Fri, 03 Nov 2006 13:19:16 GMT
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I think I just died a little inside.

Subject: Re: a ghost on city flying map
Posted by [zertos123](#) on Fri, 03 Nov 2006 18:44:21 GMT
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it was a busy server but i was weird seeing a nod solider waling through a GDI building like it was

nothing lol

Subject: Re: a ghost on city flying map
Posted by [futura83](#) on Fri, 03 Nov 2006 18:51:55 GMT
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maybe its that bug where someone is disconnected from the server, but leaves an imprint behind.

its happened in APB before.

Subject: Re: a ghost on city flying map
Posted by [icedog90](#) on Fri, 03 Nov 2006 19:13:47 GMT
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the ghosts of lag...

beware.

Subject: Re: a ghost on city flying map
Posted by [Majin Vegeta](#) on Sat, 04 Nov 2006 10:16:11 GMT
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zertos123 wrote on Fri, 03 November 2006 11:04i start of as GDI and was in the power planet then i saw a NOD solider walk past me then vanished .the GDI power planet is haunted

welcome to renegade

Subject: Re: a ghost on city flying map
Posted by [zertos123](#) on Sat, 04 Nov 2006 14:01:08 GMT
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you know renegade is based on the first command and conquer so how come they don't have all the units like the nod motorcycle and when you play the covert ops mission I've seen a nod chemical missile launcher which looks like the GDI missile launcher and the rest of the other units

Subject: Re: a ghost on city flying map
Posted by [bigjoe14](#) on Sat, 04 Nov 2006 15:48:32 GMT
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power planet

Subject: Re: a ghost on city flying map
Posted by [cmatt42](#) on Sat, 04 Nov 2006 16:23:26 GMT
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zertos123 wrote on Sat, 04 November 2006 08:01renegade is based on the first command and conquer
Key word. Anyway, it does have the Recon Bike. You just haven't seen it yet.

Subject: Re: a ghost on city flying map
Posted by [Berkut](#) on Sat, 04 Nov 2006 22:19:07 GMT
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DarkDemin wrote on Fri, 03 November 2006 06:19I think I just died a little inside.

Subject: Re: a ghost on city flying map
Posted by [Spice](#) on Sun, 05 Nov 2006 01:41:52 GMT
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This topic is so worth five stars!

Subject: Re: a ghost on city flying map
Posted by [zertos123](#) on Sun, 05 Nov 2006 17:50:31 GMT
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I've seen the recon bike in on of the video clips when your doing campaign

Subject: Re: a ghost on city flying map
Posted by [Halo38](#) on Sun, 05 Nov 2006 19:36:16 GMT
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ghosts!! thats it i'm never going in the pp again

Subject: Re: a ghost on city flying map
Posted by [zertos123](#) on Tue, 07 Nov 2006 19:54:56 GMT

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its only the gdi power planet its ok for the nod one so far as i know

Subject: Re: a ghost on city flying map
Posted by [TD](#) on Tue, 07 Nov 2006 20:39:18 GMT

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zertos123 wrote on Tue, 07 November 2006 20:54its only the gdi power planet its ok for the nod one so far as i know

Want me to check the nod power "planet" for you? But you need to cover me

Subject: Re: a ghost on city flying map
Posted by [Viking](#) on Wed, 08 Nov 2006 00:00:11 GMT

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EXdeath wrote on Sat, 04 November 2006 19:41This topic is so worth five stars!

YTMND humor...

Subject: Re: a ghost on city flying map
Posted by [BlueThen](#) on Thu, 09 Nov 2006 00:03:57 GMT

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lol Scary... seeing a ghost in a building where thousands has died...

Subject: Re: a ghost on city flying map
Posted by [terminator 101](#) on Sat, 11 Nov 2006 06:30:49 GMT

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Have any of you seen "I, Robot" movie? There are ghosts in the machines.

I also wonder where GDI power planet is. Maybe it is about 10,000 light years from Uranus

Subject: Re: a ghost on city flying map
Posted by [zertos123](#) on Sat, 11 Nov 2006 13:39:53 GMT

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TD wrote on Wed, 08 November 2006 01:09zertos123 wrote on Tue, 07 November 2006 20:54its only the gdi power planet its ok for the nod one so far as i know

Want me to check the nod power "planet" for you? But you need to cover me

I'll cover you but what if they attack are weapons are useless

Subject: Re: a ghost on city flying map

Posted by [Halo38](#) on Sat, 11 Nov 2006 20:11:25 GMT

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zertos123 wrote on Sat, 11 November 2006 08:39TD wrote on Wed, 08 November 2006 01:09zertos123 wrote on Tue, 07 November 2006 20:54its only the gdi power planet its ok for the nod one so far as i know

Want me to check the nod power "planet" for you? But you need to cover me

I'll cover you but what if they attack are weapons are useless

good point, I'll call the...

We'll also have to get rengaard to detect the ghosts too and ban them

Subject: Re: a ghost on city flying map

Posted by [TD](#) on Sat, 11 Nov 2006 21:34:40 GMT

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Halo38 wrote on Sat, 11 November 2006 21:11zertos123 wrote on Sat, 11 November 2006 08:39TD wrote on Wed, 08 November 2006 01:09zertos123 wrote on Tue, 07 November 2006 20:54its only the gdi power planet its ok for the nod one so far as i know

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I'll cover you but what if they attack are weapons are useless

good point, I'll call the...

We'll also have to get rengaard to detect the ghosts too and ban them

We are lucky to have ghost experts amongst us. Now let's find the GDI Power Planet.

Subject: Re: a ghost on city flying map
Posted by [DVDDVD](#) on Sun, 12 Nov 2006 02:19:07 GMT
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The Hand of NOD screen is showing a half-open well in a glade now... Wait, I see an arm coming out now... eeekkk!

Subject: Re: a ghost on city flying map
Posted by [U927](#) on Sun, 12 Nov 2006 07:28:20 GMT
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UR MAPS IS BAD YOU WANT I WRUGHT THIS THE MAPS IS BAD

Subject: Re: a ghost on city flying map
Posted by [zertos123](#) on Sun, 12 Nov 2006 19:36:00 GMT
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Halo38 wrote on Sun, 12 November 2006 00:41zertos123 wrote on Sat, 11 November 2006 08:39TD wrote on Wed, 08 November 2006 01:09zertos123 wrote on Tue, 07 November 2006 20:54its only the gdi power planet its ok for the nod one so far as i know
Want me to check the nod power "planet" for you? But you need to cover me

I'll cover you but what if they attack are weapons are useless

good point, I'll call the...

We'll also have to get rengaard to detect the ghosts too and ban them

lol yeah they can help us

Subject: Re: a ghost on city flying map
Posted by [Canadacdn](#) on Sun, 12 Nov 2006 20:57:31 GMT
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OMFG U GUYZ I FOUND THE GDI POWER PLANET LOLZORS!!11

Subject: Re: a ghost on city flying map
Posted by [havoc9826](#) on Sun, 12 Nov 2006 21:54:11 GMT
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That's hilarious. I can't stop laughing

Subject: Re: a ghost on city flying map
Posted by [terminator 101](#) on Mon, 13 Nov 2006 05:58:56 GMT
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laughs for hours

Canadacdn, that was hilarious. This should go to hall of fame.

Subject: Re: a ghost on city flying map
Posted by [zertos123](#) on Mon, 13 Nov 2006 15:14:41 GMT
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lol

Subject: Re: a ghost on city flying map
Posted by [Canadacdn](#) on Mon, 13 Nov 2006 21:01:43 GMT
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We gotta kill the ghostc comin I get snip3r u guyz flame rush the pp k?

Subject: Re: a ghost on city flying map
Posted by [TD](#) on Tue, 14 Nov 2006 00:17:22 GMT
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U927UR MAPS IS BAD YOU WANT I WRUGHT THIS THE MAPS IS BAD
HEY IS ONE YEAR YOURE PROMESS A PLANET WIRH A SINGEL PLAYER POWER PLANET
INE ONE MAPES!

I DELSIKE U.

r0fIPlaNets....

Subject: Re: a ghost on city flying map
Posted by [trooprm02](#) on Tue, 14 Nov 2006 03:10:46 GMT
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lol, thats from the silo for those of ya's who don't know

Subject: Re: a ghost on city flying map
Posted by [TD](#) on Tue, 14 Nov 2006 15:43:45 GMT
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Canadacdn wrote on Sun, 12 November 2006 21:57OMFG U GUYZ I FOUND THE GDI POWER PLANET LOLZORS!!11

IS TAHT SINGEL PLAYER POWER PLANET, UR PROMESS ONE YEAR HEY

Subject: Re: a ghost on city flying map
Posted by [Veyrdite](#) on Fri, 17 Nov 2006 23:28:39 GMT
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the only use for the weak ren shotgun....ANNIHILATING THE UNDEAD WITH LEAD.
hmmmm, nice poem.

Subject: Re: a ghost on city flying map
Posted by [Canadacdn](#) on Fri, 17 Nov 2006 23:29:52 GMT
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I TELL IT ALL REPLYER IN THIS FORUM OMFG GHOSTS!

Subject: Re: a ghost on city flying map
Posted by [TD](#) on Sat, 18 Nov 2006 18:30:54 GMT
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Canadacdn wrote on Sat, 18 November 2006 00:29I TELL IT ALL REPLYER IN THIS FORUM OMFG GHOSTS!

CANADACN U AR NOT JUST A BIG JAKAS U THE BIG GHOST, JUST YUO CREATE GDI POWER PLANET, GHOST U BIG JAKAS, UR PLANETS IS BAD, YOU WANT I WRUGHT THIS THE PLANETS IS BAD HEY IS 1 YEAR YOURE PROMESS A PLANET WIRH A SINGEL PLAYER POWER PLANET INE ONE MAPES! AND IS DONT JUST CANADA I TELL IT ALL REPLYER IN THIS FORUM OMFG GHOSTS.

I actually started liking these r0flplanets...

Subject: Re: a ghost on city flying map
Posted by [Veyrdite](#) on Sat, 18 Nov 2006 23:25:49 GMT
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if anyone needs to enter the pp, remember to skin a tin foil hat on the charachters. this is not a drill
geez i love this topic

Subject: Re: a ghost on city flying map
Posted by [Canadacdn](#) on Sun, 19 Nov 2006 00:31:14 GMT
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I'm going to regret this but,

<http://www.freewebs.com/renegaderp2/omfg%20ghosts.wav>Right click here and save the link.

It might take awhile, because freewebs is slow and gay.

Subject: Re: a ghost on city flying map
Posted by [TD](#) on Sun, 19 Nov 2006 13:31:47 GMT
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Here is a 400kb version, instead of 10mb, lol...
<http://download.yousendit.com/B74BB2EE2F2C3335>

Subject: Re: a ghost on city flying map
Posted by [Zion](#) on Sun, 19 Nov 2006 14:17:37 GMT
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It was funny, but not as funny as DJLapTops one.

Subject: Re: a ghost on city flying map

Posted by [Canadacdn](#) on Sun, 19 Nov 2006 17:10:29 GMT

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I have a dumb voice.

And a crap Microphone. Oh well.

Subject: Re: a ghost on city flying map

Posted by [nopol10](#) on Tue, 21 Nov 2006 02:21:21 GMT

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lolololololololol Can't stop laughing.

Best topic since the last one.

Subject: Re: a ghost on city flying map

Posted by [trooprm02](#) on Tue, 21 Nov 2006 15:04:31 GMT

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ROFL

Subject: Re: a ghost on city flying map

Posted by [candc5297](#) on Tue, 21 Nov 2006 17:00:03 GMT

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well, if you see gost again, plz take a ss
would love to see it

Subject: Re: a ghost on city flying map

Posted by [Aircraftkiller](#) on Mon, 18 Jul 2011 00:26:18 GMT

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zertos123 wrote on Fri, 03 November 2006 06:04i start of as GDI and was in the power planet
then i saw a NOD solider walk past me then vanished .the GDI power planet is haunted

DVDDVD wrote on Sat, 11 November 2006 21:19The Hand of NOD screen is showing a
half-open well in a glade now... Wait, I see an arm coming out now... eeekkk!

Remember, it's Nod, not NOD.

Subject: Re: a ghost on city flying map
Posted by [R315r4z0r](#) on Mon, 18 Jul 2011 00:44:20 GMT
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Where is garden gnomes when you need it?

Subject: Re: a ghost on city flying map
Posted by [Spyder](#) on Mon, 18 Jul 2011 09:18:34 GMT
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R315r4z0r wrote on Mon, 18 July 2011 02:44Where is garden gnomes when you need it?

On holiday

Subject: Re: a ghost on city flying map
Posted by [MUDKIPS](#) on Mon, 18 Jul 2011 09:41:52 GMT
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Why the fuck would you bump this

Subject: Re: a ghost on city flying map
Posted by [Spyder](#) on Mon, 18 Jul 2011 12:16:27 GMT
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MUDKIPS wrote on Mon, 18 July 2011 11:41Why the fuck would you bump this

Why does a dog lick his balls?

Subject: Re: a ghost on city flying map
Posted by [EvilWhiteDragon](#) on Tue, 19 Jul 2011 17:03:44 GMT
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Spyder wrote on Mon, 18 July 2011 14:16MUDKIPS wrote on Mon, 18 July 2011 11:41Why the fuck would you bump this

Why does a dog lick his balls?
Because you wont do it?

Subject: Re: a ghost on city flying map
Posted by [Spyder](#) on Tue, 19 Jul 2011 17:25:08 GMT

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EvilWhiteDragon wrote on Tue, 19 July 2011 19:03Spyder wrote on Mon, 18 July 2011 14:16MUDKIPS wrote on Mon, 18 July 2011 11:41Why the fuck would you bump this

Why does a dog lick his balls?
Because you wont do it?

Indeed, because I won't do it and because HE CAN!
