
Subject: obby walking

Posted by [Jamie or NuneGa](#) on Mon, 25 Jun 2007 07:42:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

everyone knows the basic obby walking route, there have been many posts about it, and thus that route is usually mined.

However, the light pole near the hon can easily be ran up to and due to its position it perfectly bocks you from obby. From there you can duck behind hon and well you know the rest.

Subject: Re: obby walking

Posted by [Goztow](#) on Mon, 25 Jun 2007 07:45:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

You will be banned from a big % of the servers as they see this, correctly IMO, as bug abuse. The lightpost isn't meant to hide you, otherwise it wouldn't be so small.

Subject: Re: obby walking

Posted by [sadukar09](#) on Mon, 25 Jun 2007 12:01:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Mon, 25 June 2007 02:45You will be banned from a big % of the servers as they see this, correctly IMO, as bug abuse. The lightpost isn't meant to hide you, otherwise it wouldn't be so small.

Subject: Re: obby walking

Posted by [futura83](#) on Mon, 25 Jun 2007 12:13:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

sadukar09 wrote on Mon, 25 June 2007 13:01Goztow wrote on Mon, 25 June 2007 02:45You will be banned from a big % of the servers as they see this, correctly IMO, as bug abuse. The lightpost isn't meant to hide you, otherwise it wouldn't be so small.

AKA: Post count +1

Subject: Re: obby walking

Posted by [AoBfrost](#) on Mon, 25 Jun 2007 17:13:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

I do it all the time, except I run for the power plant or hon back door, I never actually "obby walk" I know how several ways, but I will not as it makes you look noob and is unfair, I saw a few people try and make it, so I know what it looks like....but really..hiding behind a light pole? rofl...go test fanmaps for glitches then.

Subject: Re: obby walking
Posted by [Renerage](#) on Mon, 25 Jun 2007 17:21:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ob walking like shown int he video's wont get you banned.
I've never been banned from servers for doing that, And sometimes the Mod sees me.
If the other base is foolish enough not to mine, then you deserve that bug abuse kill.

Subject: Re: obby walking
Posted by [sadukar09](#) on Mon, 25 Jun 2007 17:26:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

only ob walk if u jump randomly and ob misses u multiple times

Subject: Re: obby walking
Posted by [futura83](#) on Mon, 25 Jun 2007 17:29:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

if nod hears the ob fire and dosnt investigate, then they deserve a dead structure...

Subject: Re: obby walking
Posted by [Jamie or NuneGa](#) on Mon, 25 Jun 2007 17:44:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

sadukar09 wrote on Mon, 25 June 2007 12:26only ob walk if u jump randomly and ob misses u multiple times

yeah but most servers say it is whole bug abuse thing.

Anyway there are a few servers out there that dont care about this kind of exploting and on them it is good cos that area isnt mined...

Subject: Re: obby walking
Posted by [sadukar09](#) on Mon, 25 Jun 2007 18:35:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

just like some server allows harvy walking while some dont (i generally like the ones that DO, figure it out)

Subject: Re: obby walking
Posted by [AoBfrost](#) on Mon, 25 Jun 2007 19:37:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

sadukar09 wrote on Mon, 25 June 2007 13:26only ob walk if u jump randomly and ob misses u multiple times

No theres a new glitch not many know about, I cant say on public forum, but testing on all maps it seems to work 8/10 times, I caught a guy doing it and asked him to keep doing it, I then labeled it as obby walk and tried it myself to see if it really works, and yes, the new method works 10000% better than jumping back when obby fires..not many people know which is good, but most know obby walk isnt allowed, so they dont do it.

Subject: Re: obby walking
Posted by [Jamie or NuneGa](#) on Mon, 25 Jun 2007 20:30:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

i think i know what you mean, no servers allow that

Subject: Re: obby walking
Posted by [Xpert](#) on Tue, 26 Jun 2007 00:03:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pole usage is fun. I've used the pole on Field to get into Nod Refinery. The Under ob walk is just too easy to use the pole. Only way you can mess up is if you lag.

Subject: Re: obby walking
Posted by [AoBfrost](#) on Tue, 26 Jun 2007 03:44:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

The new method is kinda funny though, it isnt jumping back, it isnt hiding behind rocks and running to another rock, it's very simple and easy, even if you are seen doing it you wont be stopped easily because you can easily kill a person if you have the skill to kill someone...but by then a mod will be alerted and ban you lol.

Subject: Re: obby walking
Posted by [puddle_splasher](#) on Tue, 26 Jun 2007 07:53:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

NuNeGa wrote on Mon, 25 June 2007 15:30i think i know what you mean, no servers allow that
Only "think"!! So that means that you do not know?

Subject: Re: obby walking
Posted by [sadukar09](#) on Tue, 26 Jun 2007 11:21:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

^ lol i love people who are sarcastic

Subject: Re: obby walking
Posted by [Jamie or NuneGa](#) on Tue, 26 Jun 2007 14:41:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

puddle_splasher wrote on Tue, 26 June 2007 02:53NuNeGa wrote on Mon, 25 June 2007 15:30i
think i know what you mean, no servers allow that

Only "think"!! So that means that you do not know?

well the way im thinking off my be different to his thought, i find my way seems to work about 6/10
times though and as to killing people point... only if they stupid enough to run into ur line of sight.

Anyway that method takes way too long and on most maps turrets will nail ya before ya make it...
try it on mesa i dare ya.

Subject: Re: obby walking
Posted by [sadukar09](#) on Tue, 26 Jun 2007 15:36:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

quit trying to be gangster

Subject: Re: obby walking
Posted by [Tunaman](#) on Wed, 27 Jun 2007 04:52:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

^ Who are you talking to..?

Subject: Re: obby walking

Posted by [AoBfrost](#) on Wed, 27 Jun 2007 05:34:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Heres 2 things

1. 1000 char take down: buy any 1000 char loaded with c4 pickups or a beacon and take a hit and live with 50 health and luckily somehow pull it off.

2. new method where obby doesnt even touch you yet charges continuously for some reason never firing even though you are actually 100% visible the entire "obby walking" time.

usually i try the 2-3 1000 char rush while 1 plants ion/nuke and other 2 defend it.

Subject: Re: obby walking

Posted by [sadukar09](#) on Wed, 27 Jun 2007 10:56:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tunaman wrote on Tue, 26 June 2007 23:52^ Who are you talking to..?

Nunega look at the last part of his statement

^and you live with 40 hp...stupid 10 burning damage but meh 3 1000 chars Nod has a lot to do in defending the beacon

Subject: Re: obby walking

Posted by [JohnDoe](#) on Sat, 11 Aug 2007 21:36:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Mon, 25 June 2007 02:45The lightpost isn't meant to hide you, otherwise it wouldn't be so small.

What's your disability you moron?

Subject: Re: obby walking

Posted by [sadukar09](#) on Sat, 11 Aug 2007 22:16:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

JohnDoe wrote on Sat, 11 August 2007 16:36Goztow wrote on Mon, 25 June 2007 02:45The lightpost isn't meant to hide you, otherwise it wouldn't be so small.

What's your disability you moron?

omg 2 month bump...
+1 post count

Subject: Re: obby walking
Posted by [Starbuzz](#) on Mon, 13 Aug 2007 08:52:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Err...wrong thread lol! Post deleted.

Subject: Re: obby walking
Posted by [Unusual_Rex](#) on Tue, 16 Oct 2007 22:44:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

I love the Under OB walk, but now loads of people know of it, and I can't do it as much.

Subject: Re: obby walking
Posted by [sadukar09](#) on Tue, 16 Oct 2007 23:20:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why bump a 2 month old topic with useless crap like that?

Subject: Re: obby walking
Posted by [Starbuzz](#) on Tue, 16 Oct 2007 23:31:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

sadukar09 wrote on Tue, 16 October 2007 18:20Why bump a 2 month old topic with useless crap like that?

At least we got to see his nice avatar!

Subject: Re: obby walking
Posted by [sadukar09](#) on Tue, 16 Oct 2007 23:34:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Starbuzz wrote on Wed, 17 October 2007 00:31sadukar09 wrote on Tue, 16 October 2007 18:20Why bump a 2 month old topic with useless crap like that?

At least we got to see his nice avatar!
Well...it's ok.

+2

Subject: Re: obby walking

Posted by [Jamie or NuneGa](#) on Wed, 17 Oct 2007 14:22:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

my topic lives!!!

Subject: Re: obby walking

Posted by [The Elite Officer](#) on Wed, 17 Oct 2007 16:10:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is an old post, I rember seeing this a long time ago.

Subject: Re: obby walking

Posted by [trooprm02](#) on Wed, 17 Oct 2007 19:26:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

if you have a shotgunner, with an ion cannon, the obelisk can't shot you.

Subject: Re: obby walking

Posted by [sadukar09](#) on Wed, 17 Oct 2007 19:27:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

trooprm02 wrote on Wed, 17 October 2007 14:26if you have a shotgunner, with an ion cannon, the obelisk can't shot you.

Mind elaborate?

Subject: Re: obby walking

Posted by [Tunaman](#) on Wed, 17 Oct 2007 21:39:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Imao

Subject: Re: obby walking

Posted by [nikki6ixx](#) on Thu, 18 Oct 2007 06:48:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

trooprm02 wrote on Wed, 17 October 2007 21:26if you have a shotgunner, with an ion cannon, the obelisk can't shot you.

Really? I tried that out!

<http://www.n00bstories.com/image.fetch.php?id=1248604359>

<http://www.n00bstories.com/image.fetch.php?id=1326707810>

<http://www.n00bstories.com/image.fetch.php?id=1106688553>

<http://www.n00bstories.com/image.fetch.php?id=1207035796>

Subject: Re: obby walking

Posted by [Jamie or NuneGa](#) on Thu, 18 Oct 2007 11:56:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

you have too much free time

Subject: Re: obby walking

Posted by [GsXr1400](#) on Thu, 18 Oct 2007 13:00:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

obbywalk is bullshit

Subject: Re: obby walking

Posted by [trooprm02](#) on Thu, 18 Oct 2007 16:21:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tunaman wrote on Wed, 17 October 2007 16:39lmao

Subject: Re: obby walking

Posted by [nikki6ixx](#) on Thu, 18 Oct 2007 22:01:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

NuneGa wrote on Thu, 18 October 2007 06:56you have too much free time

I had five minutes to kill. Sue me.

Subject: Re: obby walking

Posted by [Jamie or NuneGa](#) on Fri, 19 Oct 2007 22:25:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

ill sue ya for killing time!! He was my friend
