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Subject: Cheap trick

Posted by [Anonymous](#) on Wed, 06 Mar 2002 13:01:00 GMT

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You get frustrated, but that's about it. Game developers are JUST NOW cracking the thought that "if an object spawns in anothers space, move the existing object or let them overlap until fixed, INSTEAD OF DESTROYING IT!". Once they "get that", they'll fix it.

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Subject: Cheap trick

Posted by [Anonymous](#) on Wed, 06 Mar 2002 13:10:00 GMT

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"Stay away from the red pad -- they hate the red pad...."paraphrase from the "Jerk"

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Subject: Cheap trick

Posted by [Anonymous](#) on Wed, 06 Mar 2002 14:24:00 GMT

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It's the same with the yellow border of the WF Bay - stay away with your vehicles - you knever know if there's a new vehi coming out the WF...

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Subject: Cheap trick

Posted by [Anonymous](#) on Wed, 06 Mar 2002 18:41:00 GMT

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[QUOTE]Originally posted by Lady Stith:Why is it possible to detonaate your own vehicle by driving over the red pad on the runway for NOD? assuming same can be accomplished by backing a vehicle in the garage for GDI...what purpose dose this serve other than to make a pretty explosion? Do i get my money back? extra points?? Thanks in advance for the help!/[QUOTE]Just stay away from them zesh!

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Subject: Cheap trick

Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:06:00 GMT

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Just realized this the other day when attacking the tiberium refinery. This is a real cheap trick but really effective if the enemy isnt paying close attention. Just drive a buggy/humvee into the area where the harvester drops off the tiberium and get out. It will get stuck until the vehicle is destroyed, I did this for half a game the other day and the team never noticed, that had to hurt their credits. Cheap or not, you can't deny its effectiveness on a pub.

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Subject: Cheap trick

Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:09:00 GMT

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here's something else I did, I planted a beacon in the slot, as the harvester was arriving, so the engines can't get to it till the harvy leaves. drop a timed c4, and you might succeed in the 'beaconing', ummm just don't get squished.

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Subject: Cheap trick

Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:13:00 GMT

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Now that's a good one too, I'll have to try it out when I'm NOD. Sneak right in with stealth and wait until the harvester is coming back.

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Subject: Cheap trick

Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:47:00 GMT

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Why is it possible to detonate your own vehicle by driving over the red pad on the runway for NOD? assuming same can be accomplished by backing a vehicle in the garage for GDI...what purpose does this serve other than to make a pretty explosion? Do I get my money back? extra points?? Thanks in advance for the help!

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Subject: Cheap trick

Posted by [Anonymous](#) on Thu, 07 Mar 2002 11:46:00 GMT

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I can think of a few reasons I like the auto-destruct...First, it can prevent people from deliberately blocking new vehicles. Driving a Mammoth Tank into the War Factory, thereby making it hard for new vehicles to come out; Parking a Stealth Tank right on the Airstrip circle so that any new units land on you (when they're dropped from the cargo plane) and then either take forever to touch the ground, or tip over and explode. Things like that. In some games, I've seen my own teammates drive a vehicle into the gate area of the Tiberium Refinery and just leave it there. Then, when the Harvester returns, it just keeps on bumping into the vehicle, unable to unload any resources or go out to collect more. Those are the same people that might try to jam the vehicle factories if they were able to. Of course, it wouldn't matter if you were in a good team, but that's not always the case...And also, it's a great way to trash unwanted vehicles. If, for example, you find a unused MRLS lying around that nobody wants, you can drive it back into the War Factory to prevent the enemy from stealing it. Once another vehicle is purchased, the MRLS will just go boom.

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Subject: Cheap trick

Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:14:00 GMT

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ccccccccooooooollllllllll

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Subject: Cheap trick

Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:32:00 GMT

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If you place a buggy/hummer there, you stop their harvester income, but your team has one less vehicle to use. It's better to just keep destroying their harvester when it's harvesting, and then you get points for it too.

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Subject: Cheap trick

Posted by [Anonymous](#) on Sat, 20 Apr 2002 11:06:00 GMT

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That beaconing idea is sooo good, I might try it now.

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Subject: Cheap trick

Posted by [Anonymous](#) on Sat, 20 Apr 2002 11:21:00 GMT

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warrez that is a sweetazz idea.

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Subject: Cheap trick

Posted by [Anonymous](#) on Sat, 20 Apr 2002 11:28:00 GMT

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You could plant a proxy C4 at the entrance as well.

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Subject: Cheap trick

Posted by [Anonymous](#) on Sat, 20 Apr 2002 11:43:00 GMT

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who brought up this old thread?

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