
Subject: --tnih-->

Posted by [BlueThen](#) on Sat, 07 Jun 2008 21:37:00 GMT

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

It's "hint" backwards! if you turn the arrow left, where "hint" is spelled right, it's pointing towards "Renegade Public Forums"

This must have something to do with Renegade, I bet!!!

Subject: Re: --tnih-->

Posted by [a000clown](#) on Sat, 07 Jun 2008 21:41:34 GMT

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

BlueThen wrote on Sat, 07 June 2008 17:37 This must have something to do with Renegade, I bet!!!

ya think? It is the Renegade forums after all

Subject: Re: --tnih-->

Posted by [Aircraftkiller](#) on Sat, 07 Jun 2008 21:43:02 GMT

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

Hey, guess what, there's already three threads on the subject and one of them is rather popular.

<http://www.renegadeforums.com/index.php?t=msg&th=29074&start=75&rid=17>

Maybe you should stop spamming the forums with arrow junk and use the threads that already exist. It's a pretty wild idea, I know.

Subject: Re: --tnih-->

Posted by [Herr Surth](#) on Sat, 07 Jun 2008 21:46:14 GMT

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

YOU ONLY SAY THAT BECAUSE THE THREAD YOU JUST LINKED IS THE THREAD YOU STARTED, SELFISH JACKAS

Subject: Re: --tnih-->

Posted by [nope.avi](#) on Sat, 07 Jun 2008 21:46:47 GMT

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

If you hold your cursor over it, it spells "it's coming" backwards

Subject: Re: --tnih-->

Posted by [BlueThen](#) on Sat, 07 Jun 2008 21:49:29 GMT

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

Surth wrote on Sat, 07 June 2008 16:46 YOU ONLY SAY THAT BECAUSE THE THREAD YOU JUST LINKED IS THE THREAD YOU STARTED, SELFISH JACKAS
LOL

Subject: Re: --tnih-->

Posted by [CarrierII](#) on Sat, 07 Jun 2008 22:04:02 GMT

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

In any case, I predict it's some sort of CP3 / RG 1.04 type release.

Subject: Re: --tnih-->

Posted by [trooprm02](#) on Sun, 08 Jun 2008 01:29:26 GMT

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

CarrierII wrote on Sat, 07 June 2008 17:04 In any case, I predict it's some sort of CP3 / RG 1.04 type release.

To be honest, I release it is something bigger than that. Im sure it has something to do with EA now, maybe this "secret" talks/meetings Crimson has had a few months back that she kept saying we will hear about soon. + all that source code/EA talks.

Subject: Re: --tnih-->

Posted by [Veyrdite](#) on Sun, 08 Jun 2008 02:03:00 GMT

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

The Renegade Source Files maybe?

EDIT:

Hover your mouse over the arrow!

File Attachments

1) [RF_Arrow.png](#), downloaded 893 times

```
ums</b> <a title="o rly?!" style="cursor:help">--tnih--</a></center>  
rc="theme/Renegade_Forums/images/top_pm.png" alt="Private Messaging" />  
ascript: document.post_form.btn_submit.disabled = true;">  
ed" value="">
```

Subject: Re: --tnih-->
Posted by [nope.avi](#) on Sun, 08 Jun 2008 03:43:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now it says "o rly?" if your hover your cursor over it. If something doesn't materialize out of this there's going to be a lot of angry renegadors!!!!!!.

Subject: Re: --tnih-->
Posted by [Veyrdite](#) on Sun, 08 Jun 2008 03:44:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

bakerrrr wrote on Sun, 08 June 2008 13:43Now it says "o rly?" if your hover your cursor over it. If something doesn't materialize out of this there's going to be a lot of angry renegadors!!!!!!.
Ctrl+7

Subject: Re: --tnih-->
Posted by [trooprm02](#) on Sun, 08 Jun 2008 06:22:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

TT is upon you...

Subject: Re: --tnih-->
Posted by [Veyrdite](#) on Sun, 08 Jun 2008 07:02:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

trooprm02 wrote on Sun, 08 June 2008 16:22TT is upon you...
IT CHANGED! But what does tt stand for?

Subject: Re: --tnih-->
Posted by [nikki6ixx](#) on Sun, 08 Jun 2008 07:58:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

An Audi will kill us all?

Subject: Re: --tnih-->
Posted by [Goztow](#) on Sun, 08 Jun 2008 08:37:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmmmm TT...

Subject: Re: --tnih-->
Posted by [Herr Surth](#) on Sun, 08 Jun 2008 09:01:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tiberian Twilight

Subject: Re: --tnih-->
Posted by [Veyrdite](#) on Sun, 08 Jun 2008 09:36:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wikipedia search for TT?
Ubuntu Linux DictionaryTT
TT

n 1: (astronomy) a measure of time defined by Earth's orbital motion; terrestrial time is mean solar time corrected for the irregularities of the Earth's motions [syn: terrestrial time, dynamical time}, TDT, ephemeris time]

2: a republic in the western central Pacific Ocean in association with the United States [syn: Palau, Republic of Palau]

3: a country scattered over Micronesia with a constitutional government in free association with the United States; achieved independence in 1986 [syn: Micronesia, Federated States of Micronesia]

-- From WordNet (r) 2.0

tt

<networking> The country code Trinidad and Tobago.

(1999-01-27)

-- From The Free On-line Dictionary of Computing (27 SEP 03)

EDIT: This message definitely has to do with tiberium!
Surth wrote on Sun, 08 June 2008 19:01Tiberian Twilight andUbuntu Linux DictionaryTT
TT

n 1: (astronomy) a measure of time defined by Earth's orbital motion; terrestrial time is mean solar time corrected for the irregularities of the Earth's motions (syn: terrestrial

time, dynamical time, TDT, ephemeris
time)

The next clue added could be a time/date! Maybe the TT date the tiberium comet hit!

EDIT2: In hope of finding a file someone placed as a hint on the Forum's ftp
(ftp://www.renegadeforums.com/) I logged in as Anonymous. Nothing expect an empty folder
called pub last edited in 2004.

EDIT3:Time Travel?

EDIT4:http://acronyms.thefreedictionary.com/TT
Click and Hold the TNIH text.

EDIT5: The google cached text of when the arrow said TN has the hover text set to OMG

Ack's WOL account and password didn't work

Subject: Re: --tnih-->
Posted by [renalpha](#) on Sun, 08 Jun 2008 12:19:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

BlueThen wrote on Sat, 07 June 2008 23:49Surth wrote on Sat, 07 June 2008 16:46YOU ONLY
SAY THAT BECAUSE THE THREAD YOU JUST LINKED IS THE THREAD YOU STARTED,
SELFISH JACKAS
LOL
SRZ QUOTE

Subject: Re: --tnih-->
Posted by [Yrr](#) on Sun, 08 Jun 2008 13:00:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

TT stands for Tiberium Tetris

Subject: Re: --tnih-->
Posted by [EvilWhiteDragon](#) on Sun, 08 Jun 2008 14:12:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yrr wrote on Sun, 08 June 2008 15:00TT stands for Tiberium Tetris
Another cheapass EA game ?

Subject: Re: --tnih-->

Posted by [Yrr](#) on Sun, 08 Jun 2008 14:52:57 GMT

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

EvilWhiteDragon wrote on Sun, 08 June 2008 16:12Yrr wrote on Sun, 08 June 2008 15:00TT stands for Tiberium Tetris
Another cheapass EA game ?

They cancelled production just before its release

Subject: Re: --tnih-->

Posted by [Sn1per74*](#) on Sun, 08 Jun 2008 15:41:35 GMT

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

You guys are all wrong... TT stands for "Toothpaste tube" - everybody knows that.

Subject: Re: --tnih-->

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 08 Jun 2008 15:48:27 GMT

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

Reborn forums also has the "hint" dealy

Subject: Re: --tnih-->

Posted by [Zion](#) on Sun, 08 Jun 2008 16:07:58 GMT

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

I know what this is about, but i can't tell you >.>;

Subject: Re: --tnih-->

Posted by [CarrierII](#) on Sun, 08 Jun 2008 16:15:39 GMT

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

What if I threatened you with a detention?

Subject: Re: --tnih-->

Posted by [Zion](#) on Sun, 08 Jun 2008 16:27:34 GMT

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

CarrierII wrote on Sun, 08 June 2008 17:15What if I threatened you with a detention?

Detention with you? Yay! I can't wait!! =^_^=

Subject: Re: --tnih-->
Posted by [Sn1per74*](#) on Sun, 08 Jun 2008 16:32:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zion Fox wrote on Sun, 08 June 2008 11:27CarrierII wrote on Sun, 08 June 2008 17:15What if I threatened you with a detention?

Detention with you? Yay! I can't wait!! =^_^=
What if I ripped your tail off?

Subject: Re: --tnih-->
Posted by [Goztow](#) on Sun, 08 Jun 2008 16:36:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can't take too long now before we'll all know.

Subject: Re: --tnih-->
Posted by [EvilWhiteDragon](#) on Sun, 08 Jun 2008 16:51:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sun, 08 June 2008 18:36Can't take too long now before we'll all know.
I wouldnt be too sure about thatguessing it'll be soething with tiberium or so in it, it could take more than a month for sure.

Subject: Re: --tnih-->
Posted by [Nightma12](#) on Sun, 08 Jun 2008 17:12:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol EWD.. you know exactly what it is so stop pretending

Subject: Re: --tnih-->
Posted by [Yrr](#) on Sun, 08 Jun 2008 17:14:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nightma12 wrote on Sun, 08 June 2008 19:12lol EWD.. you know exactly what it is so stop pretending
Yeah, don't tell them that Renegade was taken over by Audi.

Subject: Re: --tnih-->
Posted by [u6795](#) on Sun, 08 Jun 2008 17:26:23 GMT

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

Whoops. Nevermind.

I haven't read this thread much recently due to the excess homosexuality, so yeah, mah b.

But yeah, I really hope it's something like that. A proper TT would be so goddamn sexeh.

Subject: Re: --tneh-->

Posted by [havoc9826](#) on Sun, 08 Jun 2008 17:27:07 GMT

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

u6795 wrote on Sun, 08 June 2008 10:26 CUT OUT YOUR GUYS HUGE FUCKING FAGGOTRY.

I JUST HAD A REVELATION.

Quote: The TT is upon you...

TIBERIAN TWILIGHT

Surth wrote on Sun, 08 June 2008 02:01 Tiberian Twilight

Fail. Either way, I hope you're both right

Subject: Re: --tneh-->

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 08 Jun 2008 17:53:01 GMT

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

Doubt it's Tiberian Twilight.

Subject: Re: --tneh-->

Posted by [StealthEye](#) on Sun, 08 Jun 2008 18:04:18 GMT

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

[NEFobby[GEN] wrote on Sun, 08 June 2008 19:53] Doubt it's Tiberian Twilight. Same here.

Subject: Re: --tneh-->

Posted by [trooprm02](#) on Sun, 08 Jun 2008 18:43:04 GMT

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

Hmmm, the fact reborn has it on their forums, and no on ren-x, etc makes me think it actually just be something related to Reborn (vech release maybe?), that only Crimson+Renardin would know about, but last time I checked, they were in contact anyway, AND thats where this whole

source-code "what did EA exactly say" thing started...The more I think about the more confused how everythings connected lol..

Subject: Re: --tnih-->

Posted by [havoc9826](#) on Sun, 08 Jun 2008 19:29:25 GMT

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

trooprm02 wrote on Sun, 08 June 2008 11:43Hmmm, the fact reborn has it on their forums, and no on ren-x, etc makes me think it actually just be something related to Reborn (vech release maybe?), that only Crimson+Renardin would know about, but last time I checked, they were in contact anyway, AND thats where this whole source-code "what did EA exactly say" thing started...The more I think about the more confused how everythings connected lol..

FYI, Renardin's not in charge of Reborn anymore. reborn and DarkAngel are the co-leaders now. Also, the vehicle patch is nowhere near completion yet, and they're working on a balance hotfix first. I doubt that's good enough to warrant editing the forum code here.

Subject: Re: --tnih-->

Posted by [Crimson](#) on Mon, 09 Jun 2008 00:46:36 GMT

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

The arrow revealed to me in private message that his message of TT does not stand for Tiberian Twilight and some people seem to be copying the arrow's message without actually knowing what it means.

The arrow is all-knowing and wise.

Subject: Re: --tnih-->

Posted by [u6795](#) on Mon, 09 Jun 2008 00:50:44 GMT

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

Crimson wrote on Sun, 08 June 2008 20:46The arrow revealed to me in private message that his message of TT does not stand for Tiberian Twilight and some people seem to be copying the arrow's message without actually knowing what it means.

The arrow is all-knowing and wise.

Damn, that pretty much confirmed my suspicions that this is going to be something minor and stupid.

Also, yeah, duh, other forums are just idiotic copycats.

(No offense to the arrow of course.)

Subject: Re: --tnih-->

Posted by [a000clown](#) on Mon, 09 Jun 2008 01:06:01 GMT

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

Crimson wrote on Sun, 08 June 2008 20:46some people seem to be copying the arrow's message without actually knowing what it means.

Like me

I was told it appeared when something new or important was about to be released, so I copied it in memory of the former glory Renegade once had, and in hope that glory will someday return.

Subject: Re: --tnih-->

Posted by [Crimson](#) on Mon, 09 Jun 2008 02:33:33 GMT

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

The arrow has also told me that "minor" and "stupid" are not words that describe what the arrow is preparing to reveal.

Subject: Re: --tnih-->

Posted by [u6795](#) on Mon, 09 Jun 2008 02:42:19 GMT

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

Crimson wrote on Sun, 08 June 2008 22:33The arrow has also told me that "minor" and "stupid" are not words that describe what the arrow is preparing to reveal.

Cool.

I better move my computer desk in front of the toilet then, so when I shit myself it won't be that big a deal.

Subject: Re: --tnih-->

Posted by [Veyrdite](#) on Mon, 09 Jun 2008 03:21:36 GMT

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

Warez links for UT so we can all play RenegadeX when it's released?

Lol kidding. Rule 4

Subject: Re: --tnih-->

Posted by [Chuck Norris](#) on Mon, 09 Jun 2008 05:40:50 GMT

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

In my opinion, the biggest thing that could happen would be the release (to a select few, of course) of the source code.

The next second biggest would be a new official patch.

The third biggest would be a new Renegade game (not another game with a half-similar mode).

If it's one of the first two, I'll have to follow this. u6795 wrote on Sun, 08 June 2008 21:42 I better move my computer desk in front of the toilet then, so when I shit myself it won't be that big a deal.

Subject: Re: --tnih-->
Posted by [havoc9826](#) on Mon, 09 Jun 2008 05:57:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hm... I hope it's not something as simple as "Tiberium Trailer"... If it is, it had better have something better than the Tuna Titan this time (omg another TT!)

Subject: Re: --tnih-->
Posted by [Goztow](#) on Mon, 09 Jun 2008 06:58:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

"...several months in the making so far..." is what the arrow is now proclaiming! I wonder... would Crimson be pregnant?

Subject: Re: --tnih-->
Posted by [Blazer](#) on Mon, 09 Jun 2008 07:57:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOL I hope I would know about that

Subject: Re: --tnih-->
Posted by [Carrierll](#) on Mon, 09 Jun 2008 08:26:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rofl.

Subject: Re: --tnih-->
Posted by [Veyrdite](#) on Mon, 09 Jun 2008 10:03:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

She claimed that she wouldn't have any Rene-Kids.

Subject: Re: --tnih-->

Posted by [Goztow](#) on Mon, 09 Jun 2008 10:09:34 GMT

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

It could be an accident!

Subject: Re: --tnih-->

Posted by [GEORGE ZIMMER](#) on Mon, 09 Jun 2008 10:17:26 GMT

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

HOLY SHIT. SEVERAL MONTHS?!

GOD DAMN, BLAZER... I think you just set a new world record.

Subject: Re: --tnih-->

Posted by [TD](#) on Mon, 09 Jun 2008 12:37:31 GMT

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

I asked Scooby and the gang for some help on this mysterious matter

Subject: Re: --tnih-->

Posted by [Sn1per74*](#) on Mon, 09 Jun 2008 13:58:07 GMT

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

TD wrote on Mon, 09 June 2008 07:37I asked Scooby and the gang for some help on this mysterious matter

...and? What'd they say?

Subject: Re: --tnih-->

Posted by [Carrierll](#) on Mon, 09 Jun 2008 14:00:43 GMT

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

Nothing. Scooby and Shaggy ran off as per normal, and the rest got distracted investigating the mystery of "Why Renegade 2 was never released"

Subject: Re: --tnih-->

Posted by [Starbuzz](#) on Mon, 09 Jun 2008 15:00:30 GMT

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

CarrierII wrote on Mon, 09 June 2008 09:00 and the rest got distracted investigating the mystery of "Why Renegade 2 was never released"

And when they caught and unmasked the culprit, they went: "MR. JACK THOMSON!"

Subject: Re: --tnih-->

Posted by [CarrierII](#) on Mon, 09 Jun 2008 16:01:22 GMT

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

LOL!

Subject: Re: --tnih-->

Posted by [Canadacdn](#) on Mon, 09 Jun 2008 16:09:11 GMT

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

If Crimson is pregnant, the child must be named Stealth Black Hand. Regardless of gender.

Subject: Re: --tnih-->

Posted by [Sn1per74*](#) on Mon, 09 Jun 2008 20:17:31 GMT

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

Canadacdn wrote on Mon, 09 June 2008 11:09 If Crimson is pregnant, the child must be named Stealth Black Hand. Regardless of gender.

LMAO

Subject: Re: --tnih-->

Posted by [Doitle](#) on Tue, 10 Jun 2008 02:18:53 GMT

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

The child should be named Crimkid. Like everything Crimson owns.

Subject: Re: --tnih-->

Posted by [EvilWhiteDragon](#) on Tue, 10 Jun 2008 12:22:04 GMT

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

Nightma12 wrote on Sun, 08 June 2008 19:12 lol EWD.. you know exactly what it is so stop

pretending

Do I?

Please tell me what I know then? Because I have a feeling I don't know

Subject: Re: --tnih-->

Posted by [Xpert](#) on Tue, 10 Jun 2008 14:24:00 GMT

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

Is it just me or the "Online User List" at the bottom of the site has changed. Our names get underlined now.

Subject: Re: --tnih-->

Posted by [Goztow](#) on Tue, 10 Jun 2008 14:30:34 GMT

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

Wow, is the arrow playing with the forum template?

Subject: Re: --tnih-->

Posted by [Nightma12](#) on Tue, 10 Jun 2008 18:34:23 GMT

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

EvilWhiteDragon wrote on Tue, 10 June 2008 07:22Nightma12 wrote on Sun, 08 June 2008 19:12lol EWD.. you know exactly what it is so stop pretending

Do I?

Please tell me what I know then? Because I have a feeling I don't know

Apparently its in the BHS/BI private forums or sommin lol

Although... I asked in the Mods only forum about this and nobody wanted to tell me what this is about in there either.. lmao

Subject: Re: --tnih-->

Posted by [StealthEye](#) on Tue, 10 Jun 2008 19:10:37 GMT

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

Eh, it's not? :s

Subject: Re: --tnih-->

Posted by [Doitle](#) on Tue, 10 Jun 2008 19:11:49 GMT

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

Nightma12 wrote on Tue, 10 June 2008 13:34 EvilWhiteDragon wrote on Tue, 10 June 2008 07:22 Nightma12 wrote on Sun, 08 June 2008 19:12 lol EWD.. you know exactly what it is so stop pretending

Do I?

Please tell me what I know then? Because I have a feeling I don't know

Apparently its in the BHS/BI private forums or sommin lol

Although... I asked in the Mods only forum about this and nobody wanted to tell me what this is about in there either.. lmao

We've been talkin about this and laughing for months! It's in the no Nightma's forum though. Sorry :/

lol

Subject: Re: --tnih-->

Posted by [Nightma12](#) on Tue, 10 Jun 2008 20:05:21 GMT

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

meh...

Well im convinced its either...

- 1) BHS take control of XWIS
- 2) Source code release to BHS/BI
- 3) An official ren patch released made by either BHS/BI or EA
- 4) Ren 2
- 5) C&C Mode in Tiberium (although i would expect this last 2 to be kinda EA announcing it rather than BHS... but ya never know)

Although TT kinda made me things wtf though? =/

TT = name of the new XWIS or sommin? Tiberium Tserver List? lol meh i dunno

Fact is.... as crimson said its a serious thing... and not 'minor' it has to be one of those 5

I dont think RG 1.04 or CP3 would really be that 'major' =/ and a BIATCH update i dont see y they would make hype over that lol.

If its anything else i will be super disappointed

Subject: Re: --tnih-->

Posted by [GEORGE ZIMMER](#) on Tue, 10 Jun 2008 20:07:03 GMT

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

It could be a seriously minor thing, though. I'd lol a bit if that's what happens. Either way, I'm anticipating whatever it is.

Subject: Re: --tnih-->

Posted by [Crimson](#) on Tue, 10 Jun 2008 20:09:29 GMT

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

The arrow is busy at n00bparty '08 at my house but after he sobers up and catches his flight home he will reveal all.

Subject: Re: --tnih-->

Posted by [GEORGE ZIMMER](#) on Tue, 10 Jun 2008 20:17:51 GMT

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

Crimson wrote on Tue, 10 June 2008 15:09The arrow is busy at n00bparty '08 at my house but after he sobers up and catches his flight home he will reveal all.

Well, we can atleast rule out the possibility of the arrow living in Arizona then.

AHA, IT MUST BE IN ANY OTHER PLACE THAN THERE. Using my AWESOME powers of deducting AZ from one of the possible places, I now have a SLIGHTLY higher chance of finding the arrow and smacking it with a trout until it tells me what it means!

AND IT'LL BE A WET TROUT, TOO.

Subject: Re: --tnih-->

Posted by [trooprm02](#) on Tue, 10 Jun 2008 20:18:23 GMT

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

Crimson wrote on Tue, 10 June 2008 15:09The arrow is busy at n00bparty '08 at my house but after he sobers up and catches his flight home he will reveal all.

eh? ok its related 100% to EA, maybe the original EA guy who started the arrow thing? I remember Crimson saying he did have relations to several EA contacts who delt with Renegade stuff so, fuck would of been kinda cool being there I guess hearing it.

Subject: Re: --tnih-->

Posted by [Lone0001](#) on Tue, 10 Jun 2008 20:19:53 GMT

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

Quote:

AHA, IT MUST BE IN ANY OTHER PLACE THAN THERE. Using my AWESOME powers of deducting AZ from one of the possible places, I now have a SLIGHTLY higher chance of finding the arrow and smacking it with a trout until it tells me what it means!

Yea there's only, what? 49 or so more states it could be in?

Subject: Re: --tnih-->

Posted by [Nightma12](#) on Tue, 10 Jun 2008 20:22:39 GMT

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

The arrow if anybody wants to pm him

<http://www.renegadeforums.com/index.php?t=usrinfo&id=23854&rid=1350>

Subject: Re: --tnih-->

Posted by [mr£ÄŞÄ-z](#) on Tue, 10 Jun 2008 20:24:34 GMT

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

Nightma12 wrote on Tue, 10 June 2008 15:22The arrow if anybody wants to pm him

<http://www.renegadeforums.com/index.php?t=usrinfo&id=23854&rid=1350>

Its playing Renegade aswell

Subject: Re: --tnih-->

Posted by [Canadacdn](#) on Tue, 10 Jun 2008 20:29:15 GMT

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

It's eventually going to spell "Canadacdn for Moderator '08"!

Subject: Re: --tnih-->

Posted by [Herr Surth](#) on Tue, 10 Jun 2008 20:31:33 GMT

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

it says its full of win, but i dont believe it

Subject: Re: --tnih-->
Posted by [Yrr](#) on Tue, 10 Jun 2008 20:43:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nightma12 wrote on Tue, 10 June 2008 22:051) BHS take control of XWIS
Won't hope so.
Nightma12 wrote on Tue, 10 June 2008 22:052) Source code release to BHS/BI
Kiddin'?
Nightma12 wrote on Tue, 10 June 2008 22:053) An official ren patch released made by either
BHS/BI or EA
Kiddin'!
Nightma12 wrote on Tue, 10 June 2008 22:054) Ren 2
KIDDIN'!
Nightma12 wrote on Tue, 10 June 2008 22:055) C&C Mode in Tiberium (although i would expect
this last 2 to be kinda EA announceing it rather than BHS... but ya never know)
Would be kinda useless for Renegade.

Subject: Re: --tnih-->
Posted by [Nightma12](#) on Tue, 10 Jun 2008 20:51:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

so yourve shot everything down there apart from official patch by BHS/BI? lol

Is that what it is? I noticed u highlighted EA in that quote... meaning you only meant kidding for that?

Subject: Re: --tnih-->
Posted by [Yrr](#) on Tue, 10 Jun 2008 21:05:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nightma12 wrote on Tue, 10 June 2008 22:51so yourve shot everything down there apart from
official patch by BHS/BI? lol

Is that what it is? I noticed u highlighted EA in that quote... meaning you only meant kidding for that?

I just wanted to highlight the most unlikely and naive suggestion

edit edited - better now?

Subject: Re: --tnih-->
Posted by [Nightma12](#) on Tue, 10 Jun 2008 21:07:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

only after i mentioned it... lol

fact is, its one of those 5... otherwise its just BHS having a laugh when they really have nothing coming

Either that or its super minor! lol

Subject: Re: --tnih-->

Posted by [cnc95fan](#) on Tue, 10 Jun 2008 21:09:43 GMT

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

Yrr wrote on Tue, 10 June 2008 16:05Nightma12 wrote on Tue, 10 June 2008 22:51so yourve shot everything down there apart from official patch by BHS/BI? lol

Is that what it is? I noticed u highlighted EA in that quote... meaning you only meant kidding for that?

I just wanted to highlight the most unlikely and naive suggestion

edit edited - better now?

Not too sure about that, (though I agree with the fact that EA won't release a ren patch) but EA have seemed to have a freizy about patches, with cnc3 that is. What is it at this rate? patch 9.10? I stopped playing it after the some 250mb 1.5..

Subject: Re: --tnih-->

Posted by [Yrr](#) on Tue, 10 Jun 2008 21:13:59 GMT

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

Nightma12 wrote on Tue, 10 June 2008 23:07only after i mentioned it... lol

fact is, its one of those 5... otherwise its just BHS having a laugh when they really have nothing coming

Either that or its super minor! lol

Why do you even assume that the arrow relates to BHS?

Subject: Re: --tnih-->

Posted by [Goztow](#) on Tue, 10 Jun 2008 21:28:18 GMT

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

arrowit is full of win

Subject: Re: --tnih-->

Posted by [a000clown](#) on Tue, 10 Jun 2008 21:30:39 GMT

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

Yrr wrote on Tue, 10 June 2008 17:13Nightma12 wrote on Tue, 10 June 2008 23:07only after i mentioned it... lol

fact is, its one of those 5... otherwise its just BHS having a laugh when they really have nothing coming

Either that or its super minor! lol

Why do you even assume that the arrow relates to BHS?

Doesn't seem to be any other major Renegade source releasing things to the public, at least none directly affiliated to this site.

Subject: Re: --tnih-->

Posted by [Nightma12](#) on Tue, 10 Jun 2008 21:43:14 GMT

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

Clown wrote on Tue, 10 June 2008 16:30Yrr wrote on Tue, 10 June 2008 17:13Nightma12 wrote on Tue, 10 June 2008 23:07only after i mentioned it... lol

fact is, its one of those 5... otherwise its just BHS having a laugh when they really have nothing coming

Either that or its super minor! lol

Why do you even assume that the arrow relates to BHS?

Doesn't seem to be any other major Renegade source releasing things to the public, at least none directly affiliated to this site.

What he said lol

Subject: Re: --tnih-->

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 10 Jun 2008 22:11:19 GMT

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

Core Patch 3?

Subject: Re: --tnih-->

Posted by [Starbuzz](#) on Tue, 10 Jun 2008 22:27:04 GMT

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

[NEFobby[GEN] wrote on Tue, 10 June 2008 17:11]Core Patch 3?

CP3 was already mentioned when this arrow flew out of nowhere.

Subject: Re: --tnih-->

Posted by [Nightma12](#) on Wed, 11 Jun 2008 15:22:36 GMT

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

I doubt its CP3

Subject: Re: --tnih-->

Posted by [Sn1per74*](#) on Wed, 11 Jun 2008 15:33:31 GMT

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

DUDE OMG GO TO XWIS RIGHT NOW!!! IT's SO AWESOME!

JK.

Subject: Re: --tnih-->
Posted by [CarrierII](#) on Wed, 11 Jun 2008 17:32:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson's avatar has changed, and the same symbol has appeared in Saberhawk's avatar... is this a sign?

Subject: Re: --tnih-->
Posted by [Nightma12](#) on Wed, 11 Jun 2008 17:49:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

hmm

could TT be a new BHS name? Changed named due to some legal issue or sommin? :/

Subject: Re: --tnih-->
Posted by [StealthEye](#) on Wed, 11 Jun 2008 18:21:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

CarrierII wrote on Wed, 11 June 2008 19:32Crimson's avatar has changed, and the same symbol has appeared in Saberhawk's avatar... is this a sign?

Interesting thought...

Subject: Re: --tnih-->
Posted by [Yrr](#) on Wed, 11 Jun 2008 18:30:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Wed, 11 June 2008 20:21Carrierll wrote on Wed, 11 June 2008 19:32Crimson's avatar has changed, and the same symbol has appeared in Saberhawk's avatar... is this a sign?

Interesting thought...
That's absolute nonsense...

Subject: Re: --tnih-->
Posted by [mac](#) on Wed, 11 Jun 2008 18:49:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree!

Subject: Re: --tnih-->
Posted by [Spoony](#) on Wed, 11 Jun 2008 19:18:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll give you a hint. It's in code though.

Ju't b dpvouepxo up b dfsfnpoz jo MB bxbsejoh nztfrm (Tqppoz) uif ujumf pg Ljoh Pg Bmm Sfofepn.

Subject: Re: --tnih-->
Posted by [danpaul88](#) on Wed, 11 Jun 2008 19:23:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have no idea what that says

Subject: Re: --tnih-->
Posted by [jnz](#) on Wed, 11 Jun 2008 19:39:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Spoony wrote on Wed, 11 June 2008 20:18Ju't b dpvouepxo up b dfsfnpoz jo MB bxbsejoh nztfrm (Tqppoz) uif ujumf pg Ljoh Pg Bmm Sfofepn.

Toggle Spoiler

It's a countdown to ceremoney in LA awarding myself (Spoony) the title of King Of All Renedom.

Subject: Re: --tnih-->

Posted by [saberhawk](#) on Wed, 11 Jun 2008 19:45:04 GMT

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

CarrierII wrote on Wed, 11 June 2008 12:32Crimson's avatar has changed, and the same symbol has appeared in Saberhawk's avatar... is this a sign?

Huh, what are you talking about?

Subject: Re: --tnih-->

Posted by [Herr Surth](#) on Wed, 11 Jun 2008 19:47:25 GMT

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

Subject: Re: --tnih-->

Posted by [Nightma12](#) on Wed, 11 Jun 2008 19:49:48 GMT

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

Subject: Re: --tnih-->

Posted by [cnc95fan](#) on Wed, 11 Jun 2008 19:52:50 GMT

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

Everyone should use this avatar.

Subject: Re: --tnih-->

Posted by [Lone0001](#) on Wed, 11 Jun 2008 20:00:44 GMT

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

It's tempting.

Subject: Re: --tnih-->

Posted by [CarrierII](#) on Wed, 11 Jun 2008 21:43:46 GMT

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

I like Tassadar.

Subject: Re: --tneh-->
Posted by [Herr Surth](#) on Wed, 11 Jun 2008 22:00:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

en taro tassadar

Subject: Re: --tneh-->
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 11 Jun 2008 22:01:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Wed, 11 June 2008 18:00en taro tassadar

En taro Adun

Subject: Re: --tneh-->
Posted by [Crimson](#) on Thu, 12 Jun 2008 01:22:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

WTF is all this tiberium?

Subject: Re: --tneh-->
Posted by [Doitle](#) on Thu, 12 Jun 2008 01:24:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

All what tiberium?

Subject: Re: --tneh-->
Posted by [Xpert](#) on Thu, 12 Jun 2008 01:39:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think I'll pass ;p

Subject: Re: --tneh-->
Posted by [IronWarrior](#) on Thu, 12 Jun 2008 03:24:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, so what the fuck is with the arrow and that, what the hell is it and why is it doing that?

Subject: Re: --tneh-->

Posted by [DarkDemin](#) on Thu, 12 Jun 2008 05:35:30 GMT

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

I have no idea what is going on.

Subject: Re: --tneh-->

Posted by [AmunRa](#) on Thu, 12 Jun 2008 06:36:43 GMT

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

DarkDemin wrote on Thu, 12 June 2008 01:35l have no idea what is going on.

ditto

Subject: Re: --tneh-->

Posted by [Goztow](#) on Thu, 12 Jun 2008 07:09:24 GMT

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

Ditto?

This forum is getting greener by the day :-S.

Subject: Re: --tneh-->

Posted by [Carrierll](#) on Thu, 12 Jun 2008 09:36:46 GMT

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

The banner at the top has changed shades of green as well. With all this tiberium... it must be related to C&C Tiberium.

Subject: Re: --tneh-->

Posted by [Goztow](#) on Thu, 12 Jun 2008 09:48:52 GMT

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

The changes are occuring faster and faster, we must be getting close to something.

Subject: Re: --tneh-->

Posted by [jonwil](#) on Thu, 12 Jun 2008 12:51:02 GMT

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

If this was referring to something related to Tiberium or RA3 or any other EA game, it would be on www.tiberium.com or forums.ea.com or www.commandandconquer.com not renforums.

Any such news would come via apoc (as C&C community manager).

Subject: Re: --tnih-->
Posted by [mr£Ä\\$Ä-z](#) on Thu, 12 Jun 2008 12:52:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

...

Subject: Re: --tnih-->
Posted by [scarabguy](#) on Thu, 12 Jun 2008 13:12:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

The arrow has now appeared on the APB forums.
<http://www.apathbeyond.com/forum/index.php?>

Subject: Re: --tnih-->
Posted by [Sn1per74*](#) on Thu, 12 Jun 2008 13:54:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ima be pissed if this is just a big joke!

Subject: Re: --tnih-->
Posted by [reborn](#) on Thu, 12 Jun 2008 14:21:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

It must be something really awesome for renegade. Maybe scrin is releasing his textures? lol...

Subject: Re: --tnih-->
Posted by [Ghostshaw](#) on Thu, 12 Jun 2008 14:21:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

I wouldn't call that awesome tbh.

Subject: Re: --tnih-->
Posted by [R315r4z0r](#) on Thu, 12 Jun 2008 14:26:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm about as lost as a semi in the Atlantic Ocean...

Subject: Re: --tnih-->
Posted by [reborn](#) on Thu, 12 Jun 2008 14:30:17 GMT

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

Ghostshaw wrote on Thu, 12 Jun 2008 10:21 I wouldn't call that awesome tbh.

I deliberately put the "lol..." on the end of my post so people didn't mistake it for a serious post

Subject: Re: --t nih-->

Posted by [Starbuzz](#) on Thu, 12 Jun 2008 14:33:15 GMT

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

TIBERIUM HAS C&C MODE - CONFIRMED BY APOC!!!

<http://forums.ea.com/mboards/category.jspa?categoryID=146>

Subject: Re: --t nih-->

Posted by [R315r4z0r](#) on Thu, 12 Jun 2008 14:33:59 GMT

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

I HATE YOU! GO BURN IN A FIRE THAN GET HIT BY A PLANE!

Subject: Re: --t nih-->

Posted by [Carrierll](#) on Thu, 12 Jun 2008 14:34:18 GMT

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

I wasn't aware EA owned the domain "YouGotRickRolled.com"

Subject: Re: --t nih-->

Posted by [Starbuzz](#) on Thu, 12 Jun 2008 14:35:11 GMT

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

HAHAHHHAHAHAHAHA

Subject: Re: --t nih-->

Posted by [Cat998](#) on Thu, 12 Jun 2008 15:21:37 GMT

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

Ignorabmus, ignarobimus, Nuda veritas.

Subject: Re: --tnih-->
Posted by [Goztow](#) on Thu, 12 Jun 2008 15:44:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

The arrow is spreading! OMG!!!

Subject: Re: --tnih-->
Posted by [egoflux0](#) on Thu, 12 Jun 2008 18:45:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's the end of renegade as we know it =(

Subject: Re: --tnih-->
Posted by [BlueThen](#) on Thu, 12 Jun 2008 18:46:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

The TNIH is gone...

Subject: Re: --tnih-->
Posted by [Yrr](#) on Thu, 12 Jun 2008 18:48:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

BlueThen wrote on Thu, 12 June 2008 20:46The TNIH is gone...
Wouldn't have noticed without you -.-

Subject: Re: --tnih-->
Posted by [BlueThen](#) on Thu, 12 Jun 2008 18:56:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yrr wrote on Thu, 12 June 2008 13:48BlueThen wrote on Thu, 12 June 2008 20:46The TNIH is gone...
Wouldn't have noticed without you -.-
Your welcome!

Subject: Re: --tnih-->
Posted by [R315r4z0r](#) on Thu, 12 Jun 2008 19:02:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Starbuzz wrote on Thu, 12 June 2008 10:35HAHAHAHHHAHAHAHAHA
I was in school when I clicked on that link... lol.

Subject: Re: --tnih-->
Posted by [IronWarrior](#) on Thu, 12 Jun 2008 22:21:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's hit MP-Gaming forums now, internet is failing!

Subject: Re: --tnih-->
Posted by [a000clown](#) on Fri, 13 Jun 2008 01:14:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:... it will change Renegade the RIGHT way ...
This better not be something small no one will care about

Subject: Re: --tnih-->
Posted by [Doitle](#) on Fri, 13 Jun 2008 01:16:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

TT seems like it might mean Tiberium Twilight. The whoswhatsit people have been talking about since TD.

Subject: Re: --tnih-->
Posted by [Lone0001](#) on Fri, 13 Jun 2008 01:31:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe WW has come back to save us from EA lol, highly doubtful but anythings possible really.

Subject: Re: --tnih-->
Posted by [Muad Dib15](#) on Fri, 13 Jun 2008 01:51:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Source code? "It will change Renegade the RIGHT way."

Subject: Re: --tnih-->
Posted by [Lone0001](#) on Fri, 13 Jun 2008 01:53:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea that sounds like it could be true too, I like the sounds of my idea better though

Subject: Re: --tnih-->

Posted by [z310](#) on Fri, 13 Jun 2008 02:51:10 GMT

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

Renforums is going to die.

TT is an emoticon for crying.

The mighty arrow has spoken of this to me.

Subject: Re: --tnih-->

Posted by [Lone0001](#) on Fri, 13 Jun 2008 02:53:56 GMT

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

Oh Noes we're all going to die!

/me runs and hides in a barracks

Subject: Re: --tnih-->

Posted by [MGamer](#) on Fri, 13 Jun 2008 04:31:54 GMT

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

THE CNC3 > RENEGADE MOD IS COMMING

Subject: Re: --tnih-->

Posted by [Sn1per74*](#) on Fri, 13 Jun 2008 05:26:30 GMT

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

I wonder what it is 0.o

Subject: Re: --tnih-->

Posted by [mac](#) on Fri, 13 Jun 2008 13:34:47 GMT

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

The arrow told me in a private message that it will reveal all very soon!

Subject: Re: --tnih-->

Posted by [GEORGE ZIMMER](#) on Fri, 13 Jun 2008 13:38:13 GMT

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

HOORAY, IT'S SOMETHING TO DO WITH RENEGADE.

If it's a patch, it better damn well include a butt ton of bug fixes. Mebbe even improved aircraft

physics?

Subject: Re: --tneh-->
Posted by [Yrr](#) on Fri, 13 Jun 2008 13:56:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

#500

Subject: Re: --tneh-->
Posted by [mac](#) on Fri, 13 Jun 2008 13:58:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

#1000!

Yrr wrote on Fri, 13 June 2008 09:56#500

Subject: Re: --tneh-->
Posted by [_SSnipe_](#) on Fri, 13 Jun 2008 14:18:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

me lost

Subject: Re: --tneh-->
Posted by [Sn1per74*](#) on Fri, 13 Jun 2008 14:48:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Fri, 13 June 2008 09:18me lost

Subject: Re: --tneh-->
Posted by [BlueThen](#) on Fri, 13 Jun 2008 19:02:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sun, 08 June 2008 11:36Can't take too long now before we'll all know.
(5 days later) Nope!! Just any moment...

Subject: Re: --tnih-->

Posted by [Starbuzz](#) on Fri, 13 Jun 2008 19:05:09 GMT

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

By the time they reveal whatever it is, 70% of the forumers would have died in their own curiosity by heart attacks. Hurry up or this is a plan to kill us all.

Subject: Re: --tnih-->

Posted by [trooprm02](#) on Fri, 13 Jun 2008 19:36:27 GMT

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

"it will change renegade the right way", dam this does mean it will be an update (CP3, doubt EA-related up, maybe something to do with source code, thats a stretch tho, or something with renguard tho thats unlikey too). I was hoping it would be something to do with EA, and that word "change" means it won't most likely be that Im still sure it is something interesting th.

Subject: Re: --tnih-->

Posted by [Lone0001](#) on Fri, 13 Jun 2008 19:38:00 GMT

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

#902 ftw?

/me points back to his theory

Subject: Re: --tnih-->

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 13 Jun 2008 19:45:57 GMT

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

Pretty sure it's something BHS related.

Subject: Re: --tnih-->

Posted by [scarabguy](#) on Fri, 13 Jun 2008 19:56:04 GMT

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

Its on just about every renegade forum. MP-Gaming, Kamuix, APB, Reborn, and here.

Subject: Re: --tnih-->

Posted by [Doitle](#) on Sat, 14 Jun 2008 00:39:10 GMT

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

I wonder though if they are just jumping on and putting the arrow on their forums without actually knowing what it means.

Subject: Re: --tnih-->

Posted by [GEORGE ZIMMER](#) on Sat, 14 Jun 2008 02:34:03 GMT

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

They are AFAIK, since it's not regularly updated.

Whatever it is, I'm still awaiting it. Whether it be a totally minor thing so I can lol @ it (or a joke), or it's something awesome.

Subject: Re: --tnih-->

Posted by [Griever92](#) on Sat, 14 Jun 2008 03:45:36 GMT

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

I know the secret.

n00bparty privilege. haha.

Subject: Re: --tnih-->

Posted by [DL60](#) on Sat, 14 Jun 2008 07:05:17 GMT

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

Very intersting. Dope for our old Renegade?

Subject: Re: --tnih-->

Posted by [Doitle](#) on Sat, 14 Jun 2008 07:22:39 GMT

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

This is becoming less of a game changing secret and more of a photoshop contest as it progresses...

Subject: Re: --tnih-->

Posted by [Starbuzz](#) on Sat, 14 Jun 2008 11:50:33 GMT

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

I would like Orca's and Apache's to fly like real aircraft when turning.

Subject: Re: --tnih-->

Posted by [jnz](#) on Sat, 14 Jun 2008 12:09:19 GMT

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

Orcas and Apaches fly quite realistically. I mean, whoever is piloting them must be very good.

Subject: Re: --t nih-->
Posted by [Ryu](#) on Sat, 14 Jun 2008 12:33:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Griever92 wrote on Sat, 14 June 2008 04:45 I know the secret.

n00bparty privilege. haha.

TELL ME THE SECRET NOW OR YOUR BULLSHITTING!

Just kidding, I already know what it is.

I've known for a long time.

Muhaha.

Ben isn't much of a secret keeper, he needs to learn how to bluff better.

(<3 TS)

Subject: Re: --t nih-->
Posted by [luv2pb](#) on Sat, 14 Jun 2008 17:20:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ryu wrote on Sat, 14 June 2008 08:33 Griever92 wrote on Sat, 14 June 2008 04:45 I know the secret.

n00bparty privilege. haha.

TELL ME THE SECRET NOW OR YOUR BULLSHITTING!

Just kidding, I already know what it is.

I've known for a long time.

Muhaha.

Ben isn't much of a secret keeper, he needs to learn how to bluff better.

(<3 TS)

I don't know wtf "TS" is. I think you got played foo.

Also, consult signature, n00bparty ftw.

Subject: Re: --tnih-->

Posted by [Starbuzz](#) on Sat, 14 Jun 2008 17:42:58 GMT

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

RoShamBo wrote on Sat, 14 June 2008 07:09 Orcas and Apaches fly quite realistically. I mean, whoever is piloting them must be very good.

I am asking if it is possible for them to roll right and roll left when turning...not like the 2D horizontal movement they do now. Is it possible it to be done in the game engine?

EDIT:

When you strafe (Ctrl + A or D), you can see them roll. My question is can it be made to do that during forward flight as well?

Subject: Re: --tnih-->

Posted by [Ryu](#) on Sat, 14 Jun 2008 20:14:48 GMT

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

luv2pb wrote on Sat, 14 June 2008 18:20 Ryu wrote on Sat, 14 June 2008 08:33 Griever92 wrote on Sat, 14 June 2008 04:45 I know the secret.

n00bparty privilege. haha.

TELL ME THE SECRET NOW OR YOUR BULLSHITTING!

Just kidding, I already know what it is.

I've known for a long time.

Muhaha.

Ben isn't much of a secret keeper, he needs to learn how to bluff better.

(<3 TS)

I don't know wtf "TS" is. I think you got played foo.

Also, consult signature, n00bparty ftw.

TS = Teamspeak, I think your Captain obvious skills are a little out-dated.

Download the drivers at

<http://www.captain-obvious.com/drivers/2008/06/CapObvUpdateddrivers.exe>

Subject: Re: --tnih-->
Posted by [Renx](#) on Sat, 14 Jun 2008 20:24:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok I'm going to spill the beans

The arrow is actually hinting at a new map made by Aircraftkiller

Subject: Re: --tnih-->
Posted by [Starbuzz](#) on Sat, 14 Jun 2008 20:28:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renx wrote on Sat, 14 June 2008 15:24Ok I'm going to spill the beans

The arrow is actually hinting at a new map made by Aircraftkiller

LIES!

How does it then change Renegade the RIGHT way?

Subject: Re: --tnih-->
Posted by [Sn1per74*](#) on Sat, 14 Jun 2008 22:20:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why isn't there a new hint today? Do hints only come out on business days

Subject: Re: --tnih-->
Posted by [mrÅ£ÅŞÄ-z](#) on Sat, 14 Jun 2008 22:25:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson or whoever just got bored and added these Gay "Arrows and Hints"

Subject: Re: --tnih-->
Posted by [Genesis2001](#) on Sat, 14 Jun 2008 22:46:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea, wtf does it mean?!

Subject: Re: --tnih-->
Posted by [jnz](#) on Sat, 14 Jun 2008 22:50:30 GMT

Starbuzz wrote on Sat, 14 June 2008 18:42RoShamBo wrote on Sat, 14 June 2008 07:09Orcas and Apaches fly quite realistically. I mean, whoever is piloting them must be very good.

I am asking if it is possible for them to roll right and roll left when turning...not like the 2D horizontal movement they do now. Is it possible it to be done in the game engine?

EDIT:

When you strafe (Ctrl + A or D), you can see them roll. My question is can it be made to do that during forward flight as well?

Helicopters don't really do that IRL either. They only pitch in the direction they want to go.

Subject: Re: --tnih-->

Posted by [Starbuzz](#) on Sun, 15 Jun 2008 00:23:53 GMT

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

RoShamBo wrote on Sat, 14 June 2008 17:50Starbuzz wrote on Sat, 14 June 2008 18:42RoShamBo wrote on Sat, 14 June 2008 07:09Orcas and Apaches fly quite realistically. I mean, whoever is piloting them must be very good.

I am asking if it is possible for them to roll right and roll left when turning...not like the 2D horizontal movement they do now. Is it possible it to be done in the game engine?

EDIT:

When you strafe (Ctrl + A or D), you can see them roll. My question is can it be made to do that during forward flight as well?

Helicopters don't really do that IRL either. They only pitch in the direction they want to go.

This should clarify everything:

<http://www.youtube.com/watch?v=BkZpl6wdURs>

Yes, helicopters (in real life) roll when turning and they roll into a turn though they can simply use the anti-torque pedals as well to change direction And pitch may be the wrong word to use...pitch is nose up or down and Orcas/Apaches do that very well in-game in Renegade. Unless of course you are referring to that.

But when turning in-game, they automatically use the anti-torque pedals and you see very minimal roll. You can roll by using the strafe (C + A or D) but you cannot maintain that roll momentum when going forward. So the entire movement of Orcas/Apaches in-game seem a bit 2D.

My question is given the limitations of the W3D engine, is it still possible for Orcas/Apaches to use more fluid 3D movement?

EDIT: typo.

Subject: Re: --tnih-->
Posted by [Genesis2001](#) on Sun, 15 Jun 2008 03:04:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

---TT---> wrote on Sat, 14 June 2008 15:46Yea, wtf does it mean?!

wth does the arrow mean?!

Subject: Re: --tnih-->
Posted by [Spoonny](#) on Sun, 15 Jun 2008 08:52:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

luv2pb wrote on Sat, 14 June 2008 12:20Also, consult signature
You spelt noes wrong.

Subject: Re: --tnih-->
Posted by [Lone0001](#) on Sun, 15 Jun 2008 16:31:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

get iT Together!

Subject: Re: --tnih-->
Posted by [Renx](#) on Sun, 15 Jun 2008 18:20:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Starbuzz wrote on Sat, 14 June 2008 17:28Renx wrote on Sat, 14 June 2008 15:24Ok I'm going to spill the beans

The arrow is actually hinting at a new map made by Aircraftkiller

LIES!

How does it then change Renegade the RIGHT way?

He's very creative

Subject: Re: --tnih-->

Posted by [Memphis](#) on Sun, 15 Jun 2008 19:46:25 GMT

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

I heard all the sound files have been replaced by the song Never Gonna Give You Up by Rick Astley. Renrolled.

Subject: Re: --tnih-->

Posted by [Carrierll](#) on Sun, 15 Jun 2008 19:48:30 GMT

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

Lol

Subject: Re: --tnih-->

Posted by [XeonXR6](#) on Tue, 17 Jun 2008 00:12:47 GMT

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

Maybe speech/voice integration into the game... not.

I know something about the arrow...

Subject: Re: --tnih-->

Posted by [nopol10](#) on Tue, 17 Jun 2008 01:12:00 GMT

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

XeonXR6 wrote on Tue, 17 June 2008 08:12 Maybe speech/voice integration into the game... not.

I know something about the arrow...

...that it's pointy?

Subject: Re: --tnih-->

Posted by [XeonXR6](#) on Tue, 17 Jun 2008 10:08:23 GMT

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

lol!! omg, you know too!!!!!!!!!!!!!!

Subject: Re: --tnih-->
Posted by [Griever92](#) on Wed, 18 Jun 2008 22:01:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

this topic is quite epic.

Subject: Re: --tnih-->
Posted by [Starbuzz](#) on Wed, 18 Jun 2008 22:03:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

So when is the announcement?

Subject: Re: --tnih-->
Posted by [Doitle](#) on Wed, 18 Jun 2008 22:58:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

If the secret of the arrow isnt revealed soon then this entire little viral anouncement scheme has failed... Its obvious already that most of the excitement has died down. Pretty soon no one will even care about the anouncement. : /

Subject: Re: --tnih-->
Posted by [cnc95fan](#) on Wed, 18 Jun 2008 23:01:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't really care anymore.
[/lies]

Subject: Re: --tnih-->
Posted by [Crimson](#) on Wed, 18 Jun 2008 23:33:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm sorry... I know it seems like one excuse after another but my business was mentioned on the front page of the main newspaper for the state literally the day after my last guest left and I've been crazy busy with the aftermath.

<http://www.azcentral.com/community/phoenix/articles/2008/06/14/20080614poker0613.html>

I'm going to try and finish it up right now but my first employee is going to be here within the next couple of hours so I might not be able to finish it.

Subject: Re: --tnih-->

Posted by [Doitle](#) on Wed, 18 Jun 2008 23:43:47 GMT

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

I didn't understand that article at all when you posted it on IRC. It kinda mentions your business but it keeps throwing in all these things about a judge who is in defiance of Arizona law or something? Holds high stakes poker matches in back rooms? It seems like a rather poorly written article. : / The focus keeps bouncing back and forth and makes the reader (me) confused.

Maybe a little digest of what is actually going on with the poker thing would be good?

Subject: Re: --tnih-->

Posted by [Crimson](#) on Thu, 19 Jun 2008 00:23:48 GMT

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

It's a bit of a threadjack to do so... but yeah, we have a huge gray area with regards to poker and the law and this retired judge is trying to kill the poker rooms in the Indian casinos in this state. He has a poker room in a small town was in the south of the state and now he's opening one here in my store with me managing it. It's actually a big deal.

Subject: Re: --tnih-->

Posted by [MGamer](#) on Thu, 19 Jun 2008 18:59:42 GMT

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

tell us the secret now..... pl0x?

Subject: Re: --tnih-->

Posted by [Yrr](#) on Thu, 19 Jun 2008 19:01:28 GMT

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

OKAY, here is the secret: There is a secret!

Subject: Re: --tnih-->

Posted by [Lone0001](#) on Thu, 19 Jun 2008 19:07:47 GMT

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

No this is the secret: The Secret!There is no secret!

Subject: Re: --tnih-->

Posted by [Genesis2001](#) on Fri, 20 Jun 2008 05:18:10 GMT

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

Yrr wrote on Thu, 19 June 2008 12:01OKAY, here is the secret: There is a secret!

Lol. Nice.

~Zack

Subject: Re: --tnih-->

Posted by [EvilWhiteDragon](#) on Fri, 20 Jun 2008 10:50:51 GMT

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

Zack wrote on Fri, 20 June 2008 07:18Yrr wrote on Thu, 19 June 2008 12:01OKAY, here is the secret: There is a secret!

Lol. Nice.

~Zack

He's right though

Subject: Re: --tnih-->

Posted by [Genesis2001](#) on Fri, 20 Jun 2008 15:39:05 GMT

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

EvilWhiteDragon wrote on Fri, 20 June 2008 03:50Zack wrote on Fri, 20 June 2008 07:18Yrr wrote on Thu, 19 June 2008 12:01OKAY, here is the secret: There is a secret!

Lol. Nice.

~Zack

He's right though

I figured there was a secret....I just don't know how big yet.

The big clue that it was a secret is the calmness of the mods I'm seeing here... They're acting too laid back and calm over the "--TT-->". :\

~Zack

Subject: Re: --tnih-->
Posted by [DL60](#) on Fri, 20 Jun 2008 17:50:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

...

File Attachments

1) [100x100.bmp](#), downloaded 119 times

Subject: Re: --tnih-->
Posted by [Sn1per74*](#) on Sat, 21 Jun 2008 01:26:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why don't they just tell us already?

Subject: Re: --tnih-->
Posted by [Starbuzzz](#) on Sat, 21 Jun 2008 06:48:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's definitely something to do with TT or T&T or T...

T seems to be an important alphabet in this Arrow secret.

Subject: Re: --tnih-->
Posted by [StealthEye](#) on Sat, 21 Jun 2008 12:10:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Fri, 20 June 2008 12:50Zack wrote on Fri, 20 June 2008 07:18...
He's right though
Nope, it's not a secret That There is a secret... It's pretty obvious That There is, isn't it?

Subject: Re: --tnih-->
Posted by [Yrr](#) on Sat, 21 Jun 2008 14:10:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Sat, 21 June 2008 14:10EvilWhiteDragon wrote on Fri, 20 June 2008
12:50Zack wrote on Fri, 20 June 2008 07:18...
He's right though
Nope, it's not a secret That There is a secret... It's pretty obvious That There is, isn't it?
Warning: Recursion!

Subject: Re: --tnih-->
Posted by [Sn1per74*](#) on Sat, 21 Jun 2008 14:57:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

The thing is --TT-->
And the hint is get iT Together... The two T's are capital...

Subject: Re: --tnih-->
Posted by [Spoony](#) on Sat, 21 Jun 2008 15:01:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

shuT The hell up god damn

Subject: Re: --tnih-->
Posted by [Crimson](#) on Sat, 21 Jun 2008 18:38:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.renegadeforums.com/index.php?t=msg&th=29310&start=0&rid=8>

check iT ouT!

Subject: Re: --tnih-->
Posted by [Yrr](#) on Sat, 21 Jun 2008 18:38:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

AWWWWWWWWWWWWW - WE CANNOT REPRESS THE ARROW!

Subject: Re: --tnih-->
Posted by [Goztow](#) on Sat, 21 Jun 2008 21:38:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

this is now released, so this topic is closed .
