
Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Thu, 07 Mar 2002 08:43:00 GMT
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Or is there a button I have to press? I am sorry, I just got the game, but this one is over my head.

Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Thu, 07 Mar 2002 08:49:00 GMT
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You will stealth -- once you get in one or become one -- you will stealth. But if you shoot or get to close to someone - they will see you. Also -- if you get splash damage -- you will sparkle and people will see you. Hope this helps [March 07, 2002: Message edited by: StoneRook]

Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Thu, 07 Mar 2002 10:43:00 GMT
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how do you get the submarine security card on level 5?

Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Thu, 07 Mar 2002 11:19:00 GMT
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StoneRook got it all. But just one minor thing to add... it doesn't have to be splash damage, direct damage (from enemy machine guns, APCs, etc.) will also make you shimmer for a brief moment.

Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Thu, 07 Mar 2002 14:19:00 GMT
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Ok so what individual units (not tanks) are stealth units?

Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Thu, 07 Mar 2002 14:21:00 GMT
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Not to be rude but did you ever think of reading THE INSTRUCTION BOOK?????????

Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Thu, 07 Mar 2002 15:56:00 GMT
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AzWhoopin changes WOL name to RTFM

Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Thu, 07 Mar 2002 16:00:00 GMT
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must be a non-c&c-er type newby.. anyway, only the stealth tank and the stealth black hand are stealth(invisible), but i swear i've been killed by invisible gdi snipers too.. lol

Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Thu, 07 Mar 2002 16:01:00 GMT
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Haha,I just got the demo I mean, no instruction book yet, the game is on order, \$29.99. How much did YOU pay for it?Ha ha ha! [March 07, 2002: Message edited by: C5]

Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Thu, 07 Mar 2002 16:02:00 GMT
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Thanks for the info guys!Glad I got the answer, and yes I am new, I am here from Red Alert and YR. These games are much more fun I think though.

Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Fri, 08 Mar 2002 00:49:00 GMT
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This Q has been answered several times find the captain.He is on the bridge to get there you will need to kill the first mate first. the fir mate is above the tiberium room just keep going up you will find him. After that go back and go through the yellow then up.

Subject: Do "Stealth" units turn into stealth mod automatic
Posted by [Anonymous](#) on Fri, 08 Mar 2002 06:19:00 GMT
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Yeah -- that would be cool to be Yuri - and mind control all the mammoths coming in and send them back to the GDI base --while the drivers cant do anything but watch as their base gets

destroyed by their own weapons..muhahahahahah...

Subject: Do "Stealth" units turn into stealth mod automatic

Posted by [Anonymous](#) on Fri, 08 Mar 2002 09:51:00 GMT

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Technically the driver wouldn't care, because it would be him getting mind controlled...not the tank. SO he'd probably be in a frenzy from all the pretty explosions. I don't think you could ever technically do Yuri unless you made people randomly appear different so you didn't know what was going on, and you couldn't tell when you were mind controlled either. That would be odd.
