
Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Sun, 14 Apr 2002 23:51:00 GMT

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I think that they should release a mod or something that adds extra messages to the alt/ctrl/alt+ctrl commands like: Get out of the game you n00b! Base, incoming assault! Sniper on the field! Follow me, I got a new beacon! Bring it on! You are a n0000b!! Someone, recon! Who wants a vehicle, and what do you want? F#####CKERS!!!! (with or without the U) And for the flying patch, something I've always wanted to say: SCRAMBLE, SCRAMBLE!!

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 01:59:00 GMT

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or something like: i wanna get in the vehicle they're gonna rush us stuff like that

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 03:09:00 GMT

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can someone give advice on how to cross the last level? i can't seem to remain alive past the door at the second level.....

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 03:38:00 GMT

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You all are forgetting the most important one. "Thank you!" Might be a good idea to replace "I need repairs!" with it.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 04:21:00 GMT

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In most Hourglass games, it takes a long time (usually) to end, so are there any effectively quick ways to end it quicker??

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 04:21:00 GMT

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Subject: New instant message thingies that should be put in

Posted by [Anonymous](#) on Mon, 15 Apr 2002 04:53:00 GMT

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wow, a quad post! anyway, to me it seems USLESS to take control of the tunnels, as only infantry can go in there. second, 2 tanks for defense on each side is a good idea. Today i played in the forum game and we had rush after rush of falmes, we then positined ourselves and gaurded each entrance, and it was a peice of cake. thridly, MINE THE 3 CLOSEST BUILDINGS TO THE ENTRANCE, escepially base defenses! What usually wins this map are flame tanks and APC rushes, so be prepared to face quite a few of those. Also, because there are 3 major entrances to each basem its is good to split up into 3 groups and tacck FROM ALL SIDES at the same time! Dont all attack the same buidlign, attack atleast 3 different buidlings, this way, it will split up the engys into differnt buidlings, or theyll all just sit in one buidlings making it easy to destory the others. Ofocurse i could bea total n00b and all these seem like ****y ideas, but you wanted my feedback

Subject: New instant message thingies that should be put in

Posted by [Anonymous](#) on Mon, 15 Apr 2002 07:09:00 GMT

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Yes, the side approaches are choke points. Only two vehichles can move through so its best to split your forces or just send the lot of 'em over the main hill. A few things I've noticed:- the tunnels can be used to attack the Nod base turrets. I've even destroyed them when Nod wasn't paying attention. Also, the tunnels are great for sneaking up behind enemy tanks on route to your base. Those pesky Nod stealth troopers seem to love this tactic and often kill the engys supporting the

tanks.- Nod's arty (and I'm assuming GDI's MRLS) can safely strike part of the enemy base without taking damage from the automated defenses from atop the main hill.- If you do an engy rush try attacking something other than the auto defense structures. Though most newbies are getting good at mining those structures they often forget the stuff at the rear like the power plant and tib refinery.- My opening tactic is usually to go after the enemy harvester. GDI's grenadier can lob grenades on it from the side and not take damage. Nod has it a bit harder since the flamer (or engy) needs to get closer to do damage. Sorry, there are no "quick" tactics for this map. As with all auto defense maps, it won't be a quick battle unless the server is giving you some starting credits.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 07:09:00 GMT

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If you are nod its easy.... Buy mobile artillery and go upp to the mouthen then shoot the powerplant.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 08:45:00 GMT

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A tip camp mush

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 09:19:00 GMT

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Look here:

http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic&f=2&t=000699 and do a search for tactics -- you will find a whole lot more....

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 09:43:00 GMT

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Is Hourglass the most playable map in Renegade? I think so..

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 13:02:00 GMT

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If you know me - i talk about TEAMWORK all the time -- good strat - and the two maps i talked about are all about using TEAMWORK....That is why i wrote about them ---USE TEAMWORK!!!!!!

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 13:49:00 GMT

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I actually prefer GDI on this map. I find it easier for my teams to win. I try to enlist the help of one other to help me KO. the turrets from within the tunnels. 2 Gunners and the turrets are toast. Also since the EVA does not scream out "Nod turrets under attack" it is usually quite easy to take them out. This gives GDI a huge advantage when rushing wiht tanks or APC. Since the OBL. is sooooooo slow, you will be up on it in no time with little damage taken.As for securing the tunnels. I find that Nod typically gives up the tunnel fight after the first few minutes, they would rather pick at the Tib Ref, PP from the hill or Flame rush. Gotta gives props to my teammates Sat Night on the WOL Forum Game. Sweet defense on that map. Resisted 5+ Flamer rush w/apc. I was then able to go into the tunnels and wipe the Turrets. We soon thereafter trashed NOD. That was one of the best nights of games I have played in this game. Good show.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 14:15:00 GMT

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Rommell,GDI rocked this map on Friday on the WOL forum game too. I was Nod, but I was still impressed with their D. We'd taken out everything but the barracks, and they bought about 5 mobius' and a lot of good infantry and held us back. Very good playing.Of course, it didn't help that a bunch of people kept trying to place nukes. I wish people didn't want to give the enemy some easy points...But, overall, very well played.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 15:38:00 GMT

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I like the strategy involving the Mobile Artillery on the Nod side, but let me add on to that -- Flame tank rush (3 tanks at least for maximum effectiveness) the AGT first so Mobile Artillery can get a good shot off. Plus, if any flame tanks survive, they can roar through the base, cause havoc, and draw attention away from the mobile artillery.[April 15, 2002: Message edited by: Corsair_734]

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 15:53:00 GMT

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I'm not near the last level (I'm on the Black Hand Chateau right now), but my suggestion to you is get a big gun, lots of bullets, and hold down the mouse button, don't let go when you pass the second door. (It might work, I don't know). Or just open the door, leave it open and run away, pull out sniper rifle, you know the rest.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 15:57:00 GMT
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gdi can be really good on hourglass especially if u have an infantry find that sweet spot on the mountaintop that can lock the obelisk up to one target that it cant kill. however because cowardice was common in most of my team members we barely got by even with the obelisk incapacitated which made me mad when we lost.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 16:26:00 GMT
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Something that I notice when I play on hourglass is that EVERYONE goes into the tunnels. Maybe one or two people do not and they are the one who go to the top. I go to the top because I will get more points and cash shooting the harvy then all of my teammates combined in the tunnels.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 17:05:00 GMT
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A quick and dirty way for Nod to win if there are 7 people (at least) on your team, get 3 people to buy Flame Tanks, and everyone else get Mobile Artillery. Everything get on top of hill, Flame Tanks rush the AGT, then Mobile Artillery crests the hill and wreaks havoc. Once AGT is dead, remaining flame tanks can wreak havoc among the scrambling GDI infantry. The first building you should attack after AGT, though, is the Weapons Factory, so GDI cant get any tanks to fight your forces. Also, a sniper always helps. [April 15, 2002: Message edited by: Corsair_734]

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 17:18:00 GMT
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A great move is to send one apc w/tech in with your three or four flame tank rush. The apc slips by the AGT while the flamers, and the entire enemy team, is focused on it, making your quick trip to the powerplant relatively unnoticed. Few teams have the presence of mind to stop both an AGT and a Power Plant attack at the same time.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Mon, 15 Apr 2002 19:33:00 GMT
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To beat the last level you have to move down about three levels before you can find a spot to stop. But be careful of the green slime. Another way is to jump down two levels and run to the right door there should be a ramp to the next level down. you should be able to recoup there.Drew547

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:14:00 GMT
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I would say - i like Hourglass the best... plenty of diferent ways to toast them or get toasted yourself.But that map needs teamwork to win -so - alot of people complain about it.Second is Field -- love the long range duels -- "He who contols the Middle (Spice) - Controls the Universe" and the tunnel runs... oh yeah...I CANT wait till the map making comes out --- i have some map ideas i've been thinking of.. and sketching out on paper...(clicking auto-update..... DuH!)Hey Dev! --- will there be a limited on how many AGT/OBI/Turrets you can put on a base?muhahahahah.....

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:50:00 GMT
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Why do you writh about you favorite maps?Do you call that a tip or what????

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Tue, 16 Apr 2002 06:57:00 GMT
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quote:Originally posted by clifton2000:gdi can be really good on hourglass expecially if u have an infnry find that sweet spot on the mountaintop that can lock the obelisk up to one target that it cant kill. however because cowardice was common in most of my team members we barely got by even with the obelisk incapasitated which made me mad when we lost.@cliff: where exactly is that sweetspot? pls. try to specify! sounds very cool...almost as evil as triple nuking the volcano_balcony. thx

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Tue, 16 Apr 2002 07:19:00 GMT
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ok,i know the best strategie/bug,u must be gdi and have a team that listens(not likely but possible)go to the right side of the hill(very top,like the peak) and stand by the rock,it will take practise but the obelisk shpuld shoot at u forever but always fall about 1-2 feet short,this give u team time to infiltrate base,this is even better then flm rush,a vehicle should guard u though,but it no work in vehicles!!!!<and i now take a breath,now u no my secret!!!!darn! [April 16, 2002: Message edited by: superenagade]

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Tue, 16 Apr 2002 07:52:00 GMT

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quote:Originally posted by StoneRook:If you know me - i talk about TEAMWORK all the time -- good strat - and the two maps i talked about are all about using TEAMWORK....That is why i wrote about them ---USE TEAMWORK!!!!!! I know exactly what you're saying. Nevertheless it is hard to sinchronize an attack due the stupid Communication System and it is even harder too find adequate people to to fill the spaces. I mean (here in Romania) we play mostly LAN parties and I have a really hard time trying to communicate with my mates(even if you're LAN). Most of them are running on the battlefield like headless chickens shooting at everything that pops out.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Tue, 16 Apr 2002 12:59:00 GMT

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it is about teamwork...i once saw 4 mammoths attacking the Obelisk, when i hit them with my stealth tank they went back to the base for repairs. but if they all had attacked with a rush we where lost, but we won

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Wed, 17 Apr 2002 10:49:00 GMT

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Sweetspot.Up near the top righ side, you have to play around a little with position but if you go behind the rock toward the waterfall, the ncircle out near the front there is a spot you will not get hit on.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Wed, 15 May 2002 18:14:00 GMT

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I think a few new ones should be added like Sniper on field or incomig rush (like nadnerb65 said)We have CTRL commands ALT commands and CTRL + ALT commands so how about some Shift commands?

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Wed, 15 May 2002 18:50:00 GMT
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I think these should be put in: "I've got a beacon!" "Shutup!" "Go!" "Stop!" "Defend Hand\Barracks\Weapons Factory\Airstrip!" "Move move move!" "Escort me." "Put C4 on the master control terminal!" "Moron!" "Watch yourself!" "Enemy APC incoming!" "Enemy rush incoming!" "Kill him!" "Attack!" "Sniper!" "Enemy alert! Enemy alert!" "Intruder in base!" "C4 on the _____!" "Beacon near the _____!" "Disarm the beacon!" "Disarm the C4!" "Protect the beacon!" "Fire!" "Bombs away!" "Attack from a distance!" "Rush them!" "APC rush recruiting!" "In the tunnels!" "Save up your money!" "Set up base defenses!" "Set up rush defenses!" "Set up aircraft defenses!" "I've done it!" "I've failed!" "Attack enemy base with full force!" "Use guerilla tactics!" "I'll add some more, maybe. However, I know new radio commands are a milestone. No one can even memorize all of the existing radio commands anyway.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Wed, 15 May 2002 19:27:00 GMT
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WW needs to remove "get out of my way" with "thank you". That's all that needs changing.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Thu, 16 May 2002 06:39:00 GMT
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quote:Originally posted by AngryVortex: "I've got a beacon!" "Shutup!" "Go!" "Stop!" "Defend Hand\Barracks\Weapons Factory\Airstrip!" "Move move move!" "Escort me." "Put C4 on the master control terminal!" "Moron!" "Watch yourself!" "Enemy APC incoming!" "Enemy rush incoming!" "Kill him!" "Attack!" "Sniper!" "Enemy alert! Enemy alert!" "Intruder in base!" "C4 on the _____!" "Beacon near the _____!" "Disarm the beacon!" "Disarm the C4!" "Protect the beacon!" "Fire!" "Bombs away!" "Attack from a distance!" "Rush them!" "APC rush recruiting!" "In the tunnels!" "Save up your money!" "Set up base defenses!" "Set up rush defenses!" "Set up aircraft defenses!" "I've done it!" "I've failed!" "Attack enemy base with full force!" "Use guerilla tactics!" "After these would be implemented, I can imagine someone saying something and then a continuous line of "Shutup!", then "Moron!" then "Shutup!", then "Moron!" then "Shutup!", then "Moron!" and so on.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Thu, 16 May 2002 06:50:00 GMT
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quote:Originally posted by nadnerb65: I think that they should release a mod or something that adds extra messages to the alt/ctrl/alt+ctrl commands like: Get out of the game you n00b! Base, incoming assault! Sniper on the field! Follow me, I got a new becon Bring it on! You are a n00000b!! Someone, recon! Who wants a vehicle, and what do you

wantF#####CKERS!!!! (with or without the U)And for the flying patch, something I've always wanted to say:SCRAMBLE, SCRAMBLE!! Remember, it's beacon, not becon.

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Thu, 16 May 2002 06:51:00 GMT
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If you were to add them then n00bs would spam all the time, don't forget that the more you add the harder it will be to remember (on the more I will need to print out so I can just look at the paper on my wall) I think that the ones that should go are: Watch where you are pointing that! Take the point. Attack that structure! Take cover Destroy it now! I never here them being used. I think these should be added: Attack the Weapons Factory/Air strip (maybe Attack the enemy's tank production facility) Sniper on field In coming enemy attack Mine the base No more mines! Don't this there should be a thank you one because all you need to do is hit F3 and type ty

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Thu, 16 May 2002 12:10:00 GMT
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Bring Devinoch in to do the voices!!!!

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Thu, 16 May 2002 23:27:00 GMT
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I'm so happy that a topic I started so long ago has been resurrected, ahh, it gives you a warm fuzzy feeling inside . Incidentally how about these ones: Get off your lazy ass and help us win! Protect the beacon carrier! Enemy in tunnel! Enemy on route!

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Fri, 17 May 2002 01:32:00 GMT
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quote: Originally posted by Super Dan: I think that the ones that should go are: Watch where you are pointing that! Take the point. Attack that structure! Take cover Destroy it now! I never here them being used. 1. agree. (but there are still a lot of newbs waving around with the repair gun though) 2. agree. 3. agree. there aren't any buildings worth attacking besides the ones already available. 4. disagree. I always use it to warn people of C4 that's being thrown on the ground (mostly timed) followed by "Move out" you'd be surprised how many people find their death when paying no attention to what's laying on the ground. 5. agree. "Defend that structure!" could be replaced. just use "Building needs repair!" when it's attacked, or "Defend the base!" a system like Roger Wilco would be the real solution I think. 40 people shouting they need repair, "defend the base!" and so

on...

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Fri, 17 May 2002 03:05:00 GMT

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quote:Originally posted by AngryVortex:I think these should be put in:...I'll add some more, maybe...Please...don't add some more...please...nadnerb65, hah, your funny ones are great

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Fri, 17 May 2002 03:54:00 GMT

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I need this one.Teammessages:- Obelisk is gonna blow.....- Agt is Gonna Blow.....-
Weapon Factory is Gonna Blow.....- Barracks is Gonna Blow.....- Tiberium Factory is
Gonna Blow.....- Powerplant is Gonna Blow.....- Hand of Nod is Gonna Blow.....- Airstrip
is Gonna Blow.....All Messages- Muhahahahahahahahahahaha- Hahahahahahahahah- Disarm
Disarm hahahahaha- BOOOOOOOOOOOOOOM.... LoL LoL LoL

Subject: New instant message thingies that should be put in
Posted by [Anonymous](#) on Fri, 17 May 2002 03:57:00 GMT

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The problem is you need Defend agtDefend Weap FacDefend AirstripDefend ObeliskBut most of us know why they arent here. Its beacause westwood did't make different voice files a team. We just need messages that you can edit and assign a special key to it. So you make your own messages