Subject: Mind games - that extra edge
Posted by Anonymous on Fri, 21 Jun 2002 13:31:00 GMT
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Heh I have faked accidental messages, like "need one more flame for the rush", then GDI is all freaked out and ready to defend the base entrance, while I run out of the tunnel and place an endgame beacon

Subject: Mind games - that extra edge
Posted by Anonymous on Fri, 21 Jun 2002 15:13:00 GMT
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I type /pag *name* Im at their pedestal cover me. Forgetting the E on purpose, then when the retards are either typing "LOL you idiot" or they all gather in the same building, break out the rifle. or nuke the actual spot. I also screw with ppl by typing : has been kicked from the game. It looks ArmorAce: has been kicked from the game. Surprising how many fall for it.

Subject: Mind games - that extra edge
Posted by Anonymous on Fri, 21 Jun 2002 19:22:00 GMT
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Worst mind trick of all is when someone starts an argument with you for example sniping. You walk out of your base 3 times and get SNIPED!!!!!! Then the other player that started it shouts"YAY! I got you to die 3 times from typing! I've completed my goal!!!"Then you release the whole argument was fake and meaningless...

Subject: Mind games - that extra edge
Posted by Anonymous on Fri, 21 Jun 2002 22:45:00 GMT
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It's also useful to attack one building until EVA gives a warning, then shoot something else, i.e. your real target. I did this so much one game with a light tank over the wall in Mesa, I had 7 of the 10 players on the other team trying to defend the side I was on while the rest of my team flame rushed and killed everything. If you have good communication and teamwork, diversions like this work great.

Subject: Mind games - that extra edge
Posted by Anonymous on Sat, 22 Jun 2002 00:42:00 GMT
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Not sure anyone touched on this yet, but mind games is important too. Nothing like a team that can't function anymore because they are busy typing and yelling at each other over stupidity. (I

know cause I am guilty of it too   )Anyhow, my point is that you should try to make the OTHER team start arguing and become angry toward one other. How? Here are some examples I can think of, tell me your ideas:1. You sniped a guy (or by stealth) and took his tank, look at the message across top, 'You killed Some_n00b', hit a quick f2 and broadcast 'Thanks Some_n00b for the tank! I will destroy your teammates with it!' This brings UTTER shame   and anger   to that guy and the wrath of the teammates, muhaha   , and after you took the tank and destroyed few of theirs with that, besure to repeat that message so they can REALLY remember who is the newbie that cause all this.2. Or if someone from other team is repairing you (whether he is dumb or that he is sick with his team), hit f2 and let everyone know! That will makes them mad.3. My favorite, when someone on the OTHER team accidentally type f2 instead of f3 and give away a secret ('let us flame rush them' was the one i got yesterday) hit f2 and say 'ok, we will be ready to defend', 'buy me 1 too!' or 'thanks now we know, anything else you want to tell me?' yeterday the person was so ashamed he left right away. Oh I am SO bad!   What is the point of all this? 1.It make them argue and each person that is typing is not doing anything else, so better chance for your team. (hmm...I should cut down my teammate-bashing too, haha   )2. It is SO much fun!Another tip, assign f2 to a different key, say f6 that way this won't happen to you, as often

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Subject: Mind games - that extra edge
Posted by Anonymous on Sat, 22 Jun 2002 00:52:00 GMT
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Mind games are great. Stealing tanks are the most obvious and easiest to do. I have yelled at my team plenty of times. Remember the more stolen tanks you have the more mad they will be. And the more expensive tank you steal, will increase their anger.

Subject: Mind games - that extra edge
Posted by Anonymous on Tue, 25 Jun 2002 09:04:00 GMT
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My fav is the "accidental" broadcast of your "intentions" All the morons run over there, and you just laugh as you plant the beacon.

Subject: Mind games - that extra edge
Posted by Anonymous on Tue, 25 Jun 2002 09:23:00 GMT
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i am the king at this... when they are about to mamoth rush, plant a becon, in ur own base(were it wont do diddley to ur buildings) and say: haha its on ur pedestal, u mammoths better turn back, or u will lose!!!*changes to sbh, then runs after mammoths* **n00b idiot gets out of mammoth w/ no base defences** *gets in mammoth, starts to blow shiznat up w/ new golden mamoth*

Subject: Mind games - that extra edge

Posted by [Anonymous](#) on Tue, 25 Jun 2002 14:17:00 GMT
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if it's near the end of the game and everyone has at least 1000 to spare, this is a fun trick:plant a beacon in the middle of nowhere. Wait until it goes off, then plant another one in a different harmless location. Do this a third time.While all this is happening, the enemy team is running all over their base trying to locate these beacons. When none of their structures are harmed, they figure it's just some n00b with too much cash. Finally, place the fourth beacon on the pedestal.

Subject: Mind games - that extra edge
Posted by [Anonymous](#) on Wed, 26 Jun 2002 06:00:00 GMT
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Yeah - mind games can win the game for you...one game someone went public and said "I have a nuke - should i run it in?" - i - on the other side sent back "No - wait till were ahead"dont know what happened - but a nuke never came into our base.... muhahahaha

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Subject: Mind games - that extra edge
Posted by [Anonymous](#) on Thu, 27 Jun 2002 00:52:00 GMT
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Always shoot the building your NOT going after when u in an APC. 1 time I was going to the airstrip on city, shot the pp saw their entire team running into the powerplant. Drove to the strip and took it out. They where really ****ed.

Subject: Mind games - that extra edge
Posted by [Anonymous](#) on Thu, 27 Jun 2002 07:50:00 GMT
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Psyops is always good....

Subject: Mind games - that extra edge
Posted by [Anonymous](#) on Sat, 06 Jul 2002 17:10:00 GMT
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another way to mess with people is to be a SBH with a sniper rifle (on weapon spawn servers). When they try to locate you, they cant. *evil laughter*Just do this from shadow, as you are visible right after you shoot.

Subject: Mind games - that extra edge

Posted by Anonymous on Wed, 10 Jul 2002 03:31:00 GMT
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you are visable as soon as you scope

Subject: Mind games - that extra edge
Posted by Anonymous on Wed, 10 Jul 2002 07:35:00 GMT
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what i just love could be classified under mind games: when you're in a server with a long time limit on a map with defenses, u can really make the game last a while by teaming up with 2 or 3 people to break up every rush they throw at u.just let the rest of your team fool around on the offensive. your enemy will get very very frustrated and in most of the occassions start yelling camping yellowbellies etc. just laugh em right in the face and wait for the next rush which almost always will be a massive one. at this point... spam the window full of "defend the base" + "fall back" " + "return to base" etc. your whole team will know your in deep **** and most of the times will defend all they can, at this point your driving around their rush into their base and find it deserted leaving u with lots of targets to choose from without any intervention. used this tactic just yesterday... you'll be suprised at how ****ed your enemy will get