
Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Wed, 31 Jul 2002 19:19:00 GMT
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when playing as gdi buy a highstrenth character,so as not to be killed by enemy snipers to quick,go up the hill on the right side,and stop infront of the rock the is infront of the water,if u stop just beside the edge facing your bace,the obelisk will fire,but miss,consistantly,i have posted this b4 but with no interest,if u read this,reply plz,i will ad screenies of this in a few hours [August 01, 2002, 13:26: Message edited by: superenagade]

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Wed, 31 Jul 2002 20:52:00 GMT
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"btw i am the one who discoverd this"Thats funny, because the first time I played hourglass it happened to me. I just stood there and let it keep firing at me, assuming it was a glitch. It kept the obby distracted enough for 2 APCs to get in though

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Thu, 01 Aug 2002 09:08:00 GMT
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Next thing you know, he'll be claiming he invented the Internet. oh wait...Algore did that already.....

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Thu, 01 Aug 2002 09:16:00 GMT
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okey okey,so others found out first,what sucks,is that u tell your ****ed up teammate to rush,u are distracting they stand around like idiots

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Thu, 01 Aug 2002 11:19:00 GMT
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You are probably all fine players, but if you exploit game bugs (You got two apcs past the ob by cheating-woohoo)I think you drop a few notches in the ol quality handbook.DO NOT: stand in the ob g-spot on HourglassDO NOT: fire MRLs at HoN on IslandsDO NOT: beac the ref in FieldDO NOT: refill snipers in the ammo-zonesDO NOT: CHEAT!!!!If you have to resort to these methods, I take it as an admission that I can always beat you fair and square.

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Thu, 01 Aug 2002 12:55:00 GMT
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Indeed, funny that you claim discovering this. I bet lots of people found out. For instance while sniping along the rocks or as i, just trying to get as far as you can without getting hit. Anyway, it's cool posting this but don't get all -i'm the one who found out- about it.

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Thu, 01 Aug 2002 13:22:00 GMT
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Supertech, you are a truly amazing player, its true, but you're reasoning is flawed.If no one exploited game bugs, then no one WOULD BE DOING IT. The "Exploits" make the game uneven, and that is the defintion of cheating. As an adroit player, I am surprised you defend their usage.

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Thu, 01 Aug 2002 13:28:00 GMT
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okok,i edited out the btw i discovered this part k,so yall can stop getin pi-s-sed off at me

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Thu, 01 Aug 2002 13:31:00 GMT
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Superrenegade:whether you DISCOVERED the exploit or not is irrelevant. It shouldn't be used, so why tell moe people about it. they will only employ it as a cheat. Also, after you discovered it, why do it again? Does anyone get the point-that exploiting game bugs is cheating? GRRRRRR.

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Thu, 01 Aug 2002 15:30:00 GMT
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i have discoverd that that Renegade awsome game but the game is dieing because WW/EA or who every is suporting this game should have there heart pulled out through there but. ouch ya.. nothing ever real get done when it comes to updating Renegade the only reason i havent givent up because every once in a wile i get to play a new map made by one of the many rengade fans and modders. sorry for testyness but i love the game i just want more.

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Thu, 01 Aug 2002 15:47:00 GMT
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i know all fo this so whats the point of this topic

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Thu, 01 Aug 2002 16:15:00 GMT
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That has happened to me up there on Hourglass too, but I just moved away & thought that this is gonna suck if everyone exploits this & ruins another map that I like to play on. They (WW) really need to address these issues soon or risk losing customers who will realize that they're "Customer Support" bites.

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Thu, 01 Aug 2002 17:26:00 GMT
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renegade is failing because WW is not actively supporting the game,this might be be because of the fact that there on EA's leesh,but anyway,i hope theysupport generalls better

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Fri, 02 Aug 2002 00:34:00 GMT
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The Real Gizbotvas...that's all good and everything, but WW has been made aware of these exploits and I have yet to see a patch. The only thing I see addressed in the patch is the nuke exploit. It isn't fair to say "don't use them" when other people are.SuperTech

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Sat, 03 Aug 2002 05:06:00 GMT
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me 2.i cant wait 4 generals!! ~pnp23

Subject: GDI,hourglass tactic/bug
Posted by [Anonymous](#) on Sat, 03 Aug 2002 13:42:00 GMT
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The Real Gizbotvas...I agree with you, however, I feel that EA should be patching these "tactics"

so there is no question whether or not it's ok to use them or not. In a perfect world, everyone would play by the rules. But if there's an edge in the game, you're stupid not to take it because if you don't, someone else will. Now if you are playing a tournament game, that's another story. SuperTech

Subject: GDI, hourglass tactic/bug

Posted by [Anonymous](#) on Sat, 03 Aug 2002 22:35:00 GMT

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WW/EA knows about the bugs/exploits and they have yet to correct them. yeah they know they exist and they say they shouldn't be used but as long as they don't correct it and it remains it should be considered a valid tactic. This game simulates the war between GDI and NoD right? On the RTS single player games it wasn't fair at all but guess what...you got better and won right? (one side was always out numbered) Let them use these bugs/exploits, but make sure you get better and fighting to counteract them. This game simulates war and war is all about exploiting the enemies weak areas. You can't expect all the new players to visit these forums and read the rules WE made. If WW/EA made rules specifically barring these tactics then it would be a different story.

Subject: GDI, hourglass tactic/bug

Posted by [Anonymous](#) on Wed, 07 Aug 2002 08:09:00 GMT

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The Real Gizbotvas Recruit Member # 16098 Member Rated: posted August 01, 2002 11:19

----- You are probably all fine players, but if you exploit game bugs (You got two apcs past the ob by cheating-woohoo) I think you drop a few notches in the ol quality handbook. DO NOT: stand in the ob g-spot on Hourglass DO NOT: fire MRLs at HoN on Islands DO NOT: beac the ref in Field DO NOT: refill snipers in the ammo-zones DO NOT: CHEAT!!!! If you have to resort to these methods, I take it as an admission that I can always beat you fair and square. ----- what do u mean by do not refill snipers in the ammo-zones. cause im ussaly a sniper and just wana know,
