
Subject: The confusing tunnels at glacier flying
Posted by [Anonymous](#) on Thu, 09 Jan 2003 18:02:00 GMT
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if you are nod then u can go through the tunnel that has green on it and is right by the nod turret behind the hand of nod...it will lead you straight to the gdi barracks without the agt hitting you. if u are gdi then u can go to the tunnel on the way right..leading to the nod power plant. those are the only tunnels that i have found useful yet.. im still working and if you have any tips leave them here.

Subject: The confusing tunnels at glacier flying
Posted by [Anonymous](#) on Fri, 10 Jan 2003 09:32:00 GMT
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The tunnel leading to the left, ending in the airstrip, is very useful. Beacon the end of the strip. It's way out there, so people on the general servers don't defend it. You can also get to the hand, and blow the Turret this way, by rushing it, placing c4, then Boom. Go back to the barracks, get more c4, then head to the hand for some mine defusing fun, and blow the MCT.
