
Subject: C&C Canyon
Posted by [EvoSnipe](#) on Fri, 27 Feb 2004 15:51:26 GMT
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helo im bak and heres wat u do well first of all u should always start with the shotgunner except 4 in c&c flying where u could, just walk bhind ure own harvey and get those nasty ole sprayers/flamers but ne ways get the SG and head towards gdi or nod through the tunnels, moving from bhind one beam to the next. once u see the exit get either in one of the here places

-----EXIT-----

here> + <here seeing the plus mark as the tunnel and exit as way into gdi

and wait 4 the preemptive strike team, usually consists of one engy, a couple soilders, maybe a grenaider and a SG
once u see this either follow close bhind and kill biggest threat and annihilate entire group or run to gdis barracks if u have two guys with u u can kill it but just wait and u will see mass guys start appearing at terminals
^_^ boink boink boink boink ^_^
uh this isnt reely a strategie but i like to post fun stuff to do in beggining of game and if ure that kinda guy that says, "ohhh thats spawnkilin!" well after they get out and see u there u r toast if they jus bought sumthin good the way i see it is its you or him.....hmmmmm
can u guys tell im boared?

Subject: noob
Posted by [DragonSniper](#) on Sun, 29 Feb 2004 16:51:14 GMT
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those tactics will get noobs killed too cause any1 with any common sense will be thinking that there may be someone hiding behind one of the beams in the tunnel, ur " nOOB tactics " are TOO nOOB man think a little harder. plus its probably already been posted like 100 times if not more gotta go..... snipe ya all later :twisted:
-JoKeRsHoK

Subject: C&C Canyon
Posted by [EvoSnipe](#) on Sun, 29 Feb 2004 17:19:06 GMT
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hey if its n00b tactics, y does it work every freggin time? i boink so many guys in the beginning dude, ill look out 4 you so i can "snipe you later!" lol

Subject: C&C Canyon
Posted by [flyingfox](#) on Tue, 02 Mar 2004 05:57:06 GMT
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Another fun thing on canyon is to head to the tunnel with a shotgunner, wait at the top of the opening you can jump down (the place where the crate is just below) , and wait for an enemy troop to run past. Jump down, turn round and follow him. Line up a headshot. BOINK.

Subject: C&C Canyon
Posted by [gibberish](#) on Tue, 02 Mar 2004 08:32:42 GMT
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I have to admit that all of these tactics are a little cheezy.

However they are all possible because the FOV (field of view) in most computer games is limited to 90 degrees, where as in the real world most people have a FOV well in excess of 140 degrees.

Hence in the game if you are not careful when you walk round any sharp corners you can "quite" easily not see someone on the other side of the corner.

I know that you can make a point of checking all your blind spots, but its too easy to miss one.

This is especially true when you are chasing a stealth solider and you are not sure if they have got out of range or they have hid behind something.

The defense against these tactics is to always keep your back against a wall.
In the real world this makes it almost impossible to sneak up on you and in the game its a lot more difficult.

Subject: C&C Canyon
Posted by [DragonSniper](#) on Wed, 03 Mar 2004 23:40:31 GMT
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EvoSnipehey if its n00b tactics, y does it work every freggin time? i boink so many guys in the beginning dude, ill look out 4 you so i can "snipe you later!" lol

Imfao u talk alotta crap for a NooB besides i'd LOVE to see you " snipe me later " Imfao

Subject: C&C Canyon
Posted by [EvoSnipe](#) on Thu, 04 Mar 2004 15:08:36 GMT
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well i cant wait to, guy, ill be on the look out and dont get owned!

Subject: C&C Canyon
Posted by [DragonSniper](#) on Sat, 13 Mar 2004 03:49:14 GMT

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Imfao u only wish i would get owned and it wouldnt be by u if any1 did Imfao
gotta go.....snipe ya all later :twisted:

Subject: C&C Canyon
Posted by [EvoSnipe](#) on Sun, 14 Mar 2004 23:17:36 GMT
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4 sum reason i believe u r afraid, after all, if ure soooo good, y not challenge me?

Subject: C&C Canyon
Posted by [flyingfox](#) on Mon, 15 Mar 2004 22:33:52 GMT
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gibberish! have to admit that all of these tactics are a little cheezy.

However they are all possible because the FOV (field of view) in most computer games is limited to 90 degrees, where as in the real world most people have a FOV well in excess of 140 degrees.

Hence in the game if you are not careful when you walk round any sharp corners you can "quite" easily not see someone on the other side of the corner.

True. I also notice most people don't check their back when running through terrain/tunnels. It often enables people to sneak in by folk who have just run past somewhere. Whereas if the place is quiet, keep turning round and back quickly in case someone is trying to ambush you or sneak by you.

Subject: C&C Canyon
Posted by [EvoSnipe](#) on Wed, 17 Mar 2004 03:14:32 GMT
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i luv ambushes, one of me fav tactics

Subject: C&C Canyon
Posted by [DragonSniper](#) on Sun, 21 Mar 2004 23:51:25 GMT
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EvoSnipe4 sum reason i believe u r afraid, after all, if ure soooo good, y not challenge me?

as soon as these people here on base get renegade (which will be soon hopefully, ive been talking to them about getting it and setting up tournaments on it) i would love to get in a little

practice with you
well gotta go.....snipe ya all later :twisted:

Subject: C&C Canyon
Posted by [amid_tha_rubble](#) on Wed, 07 Apr 2004 03:15:25 GMT
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whoops, had to edit this. I'm thinking about a different canyon, as some of you have probably picked up already. but it's useful just the same.

eh...i think the best start is a gunner rush against nod's turrets if you're gdi. Get an apc to back you up, though, it's a long way back to the base, and you'll need ammo. An engineer is always handy to support you, because you're going to take fire. Sniper cover from above will KILL the enemy effectively, if all of this is done together.

only fault: You need a coordinated team, so usually only clans will be able to pull it off.

Subject: C&C Canyon
Posted by [Zep](#) on Sun, 11 Apr 2004 06:13:29 GMT
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The best tactic would be too be good at the game... then you would have no problem killing people.

Canyon Nuke spots.

- SBH nuke r00f of barracks
- lon tip of air
- lon under the air in the tunnel (Some people dont like tunnel nuke)
- Nuke top of weps

On Canyon, a well organized rush will take care of anything seen that its a non defense map, people will just be running off on there own.

Subject: C&C Canyon
Posted by [Jzinsky](#) on Wed, 09 Jun 2004 12:49:35 GMT
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Well, if you're talking about that tunnel that brings you out infront of the refinery, then why not take the tunnel on the left of the entrance? It leads all the way around the edge of the base, and if you're good like me you can get to the airstrip without being spotted.

Warning: I have been kicked off servers for cheating after this, I don't know why though.
