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Subject: The Top of the Hand Of Nod

Posted by [Aircraftkiller](#) on Sun, 29 May 2005 20:01:30 GMT

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It's supposed to be a helipad for quick access to the interior while using a helicopter. In the aggregates there's a door on top that's hidden behind the wall. There is also geometry cut into the shape of a door right there at the wall and it was sealed off. The door will open and you can hear it if you get next to the wall, directly in the center.

So in other words, stand on the helipad marker in the center and walk straight ahead to the wall in front of it.

The door was meant to be part of the extended structures, like the ones you see in my levels. FieldTS has it accessible.

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