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Subject: Need hits for Tomorrow's Technology Today  
Posted by [terminator 101](#) on Thu, 26 Aug 2004 18:56:35 GMT  
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I am having trouble with this mission. I re-started it like 8 times already and I still can't beat it. Could someone give me some useful hits for this mission?

Also I found a bug: If you move with mammoth close to the first gate, and then go open it, the MRLS will appear, but the mammoth will be gone.

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Subject: Need hits for Tomorrow's Technology Today  
Posted by [Nukelt15](#) on Thu, 26 Aug 2004 20:13:34 GMT  
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The best advice would be to limit your exposure to enemy fire, and use longer ranged weaponry such as the sniper rifle or rocket launcher whenever the opportunity presents itself.

What part, exactly, are you stuck on?

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Subject: Need hits for Tomorrow's Technology Today  
Posted by [Lance3066](#) on Thu, 26 Aug 2004 20:54:14 GMT  
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Here's a simple walkthrough based on my time in the mission:

When you first start out check EVERY wreck for weapons because you can get some pretty good ones. Next, make sure you kill the Sam Sites and then Stanks or tran helis before they drop off and kill the mammoth (unless of course you don't want it) make sure you kill the Hand of Nod ASAP. Once the hand is down hop in the mammoth and destroy the turrets around the hand then move beside the hand and destroy the harvester if its in the tiberium. After that move up the hill and destroy the 2 turrets on the sides of the entrance and then head inside the refinery. Once inside look for an officer and kill him to (hopefully) find the first keycard. After you obtain the card head to the mct and destroy it. Exit the refinery and head to the gate and open it, an MRLS will then come for you to use to destroy the obelisk (or you can use the mammoth if it is alive). Once the obelisk is down move into the "Courtyard" and watch out for the many officers. Once through that look for a hole in the wall and go through it, you should find a UFO and havoc will say something like "this doesn't look like a nod vehicle to me". Look up on the tops of the walls and kill the rocket officers because they can get annoying. Head straight through and find the conyard, airstrip, 2 silos, an SSM, and a light tank along with some infantry. First off destroy the SSM launcher then conyard, then destroy the silos and airstrip. Inside the conyard there should be the level 2 keycard. Next head over and open the gate to the comm center and power plant. Kill off the ramjet sniper as he can kill you quickly, then head inside the comm center and kill it then head to the powerplant and kill it and search for a level 3 keycard. If you want to, now you can head to the ufo and go inside to find a volt auto rifle and fight some mutants. If not, open the gate and

destroy the sams then kill the stealth tanks guarding the temple (if you didnt already) and grab the ion cannon to complete the mission. Happy hunting!

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Subject: Need hits for Tomorrow's Technology Today  
Posted by [terminator 101](#) on Thu, 26 Aug 2004 23:22:25 GMT  
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Thanks, but there is a problem: It is not possible to destroy Obelisk with the MRLS, because it is constantly being repaired, so the only way to get kill it is to sneak inside it.

2 Questions:

1. Would be possible to enter the yard with the Airstrip, then go to the yard with Powerplant, and then return to the yard with the obelisk, get mammoth, and THEN destroy everithing in the both yards?
2. At the start, what affects the delivery of the stealth tanks? Is it the Hand?

P.S: I am not stuck at any part, it is just that I get killed by the ceiling turrets and rocket soldiers a lot.

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Subject: Need hits for Tomorrow's Technology Today  
Posted by [Lance3066](#) on Thu, 26 Aug 2004 23:54:05 GMT  
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Yes, i belive if i remember right as long as there is the hand stanks will constantly come, and as long as you have the keycards u can open gates so yes you could kill everything with the mammy but also it is posible to kill the obelisk with mrls i did it before...

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Subject: Need hits for Tomorrow's Technology Today  
Posted by [flyingfox](#) on Fri, 27 Aug 2004 00:44:44 GMT  
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well, I just played the mission again. it's easy enough on easy mode but the tough parts are fighting close-range rocket soldiers because they have perfect accuracy. the ceiling guns are a bitch as well as SBH, but you shouldn't have much trouble if you be careful and keep moving in rocket soldier fights. by the way, just attack the obelisk with your mammoth out of its range because you can kill it. the way you should do things after that is, deal with the airpad beside the airstrip then head right and take out the airpad beside the pp/comms facility (hit them with rockets otherwise they'll heal). take out the comms with a remote from inside so that you have your full radar for everything else. then take out the PP and head back to dish off the Cy and silos. after that it's a breeze. when you return to the airstrip area you might want to take out the airstrip first and go on a commando-style run around the area in your humm-vee to clear the area. personally, I just sneaked it along the left like a pussy.

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Subject: Need hits for Tomorrow's Technology Today  
Posted by [Nukelt15](#) on Fri, 27 Aug 2004 18:40:28 GMT  
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Quote:Thanks, but there is a problem: It is not possible to destroy Obelisk with the MRLS, because it is constantly being repaired, so the only way to get kill it is to sneak inside it.

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1. Would be possible to enter the yard with the Airstrip, then go to the yard with Powerplant, and then return to the yard with the obelisk, get mammoth, and THEN destroy everithing in the both yards?
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P.S: I am not stuck at any part, it is just that I get killed by the ceiling turrets and rocket soldiers a lot.

1. You can open all the gates before destroying anything, if you want. However, it is easier just to take out each structure as you come to it, in order: Hand, Refinery, Obelisk, Airstrip, Conyard, Powerplant, Comm center.

2. Yes, tanks of various types will continue to be dropped as long as the Hand is up. Get rid of the SAMs first, though- the Mammoth can be killed by those tanks while you are inside, and having a few extra troops out there can keep them off it.

Cieling guns are rocket launcher fodder. Peek in each room to see if there is a gun, duck back out before it locks, then enter the room facing in the direction of the turret and put a rocket or two in it.

Rocket troopers usually appear outside, so try to spot them at range and kill them with a long range weapon- sniper rifle, Chaingun, Laser rifle, etc. The farther you are from them, the harder of a time they will have hitting you. If they charge, backpedal.

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Subject: Need hits for Tomorrow's Technology Today  
Posted by [terminator 101](#) on Fri, 27 Aug 2004 23:40:32 GMT  
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Yes Rocket soldiers usually appear outside. But at the start, they are inside the hand, close to the entrances that go to the main hall, and in the room close to the MCT. These ones killed me many times. It usually takes one glance, followed by one shot, and you are toast (too bad they did not put the boink sound into the singleplayer too, it would be cool). Who the fu\_k would place rocket soldiers insinde a building ...

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Subject: Need hits for Tomorrow's Technology Today  
Posted by [Nukelt15](#) on Sat, 28 Aug 2004 16:20:35 GMT  
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You could try rushing in with the flamethrower or chem sprayer- both weapons can temporarily paralyze enemies, and their continuous area effect makes them great for sweeping rooms before you go all the way in. The grenade launcher can also be useful, since you can bounce 'nades around corners and fire on enemies that can't see you yet.

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Subject: Need hits for Tomorrow's Technology Today  
Posted by [Fabian](#) on Wed, 01 Sep 2004 04:02:05 GMT  
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I was playing on that level yesterday. I edit the vehicle settings for the mammoth and got it going 5X faster.

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