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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 08:53:00 GMT  
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Hey I found a great strategy to try out at the City. If you're on GDI, you can run through the tunnels straight to the Nod/NOD obelisk without being struck. It works even better when you have teammates go with you. One game, I managed to get in the obelisk undetected and take it out! This can work great with an unmined obelisk, try it sometime.

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 08:59:00 GMT  
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huh. I always get zapped.

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 09:05:00 GMT  
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Oh, well I'm not sure, but maybe it's only one of the tunnels that you can safely run through to get to the obelisk. The other tunnel entrance may be too far from the obelisk. When I used my tactic, I entered the tunnel on the right side of the map (when coming from the GDI base). [ June 07, 2002, 09:06: Message edited by: C4miner ]

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 09:17:00 GMT  
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Yeah, that one is closer I've noticed. Going in as a squad works very well against the Obelisk.

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 09:41:00 GMT  
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i can do it with minimal lag otherwise i usually die

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 10:54:00 GMT  
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Yup, this works, two teammates and I ran out there yesterday and 2 of us made it. I think it is a given that you scout out the area and make sure there are not a lot of inf. around. And it might be a good idea only when it is not mined...So you will have probably to play with some new people on the other side....Definitely high risk, but hey, the payoff could be great!

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Subject: C&C\_City Obelisk

Posted by [Anonymous](#) on Fri, 07 Jun 2002 15:49:00 GMT

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Also works in field to take out the obe but you cannot do it with AGT.

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Subject: C&C\_City Obelisk

Posted by [Anonymous](#) on Fri, 07 Jun 2002 16:10:00 GMT

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you can also go in as a hot wireplant a beacon on the powerplant and then go and destroy the airstrip and leave the base totally defenseless. i did once or twice

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Subject: C&C\_City Obelisk

Posted by [Anonymous](#) on Fri, 07 Jun 2002 16:11:00 GMT

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It's easier to kill the Obelisk by using the Hand of Nod against them.

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Subject: C&C\_City Obelisk

Posted by [Anonymous](#) on Fri, 07 Jun 2002 16:15:00 GMT

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yeah u can get into the hand by goin round the side.

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Subject: C&C\_City Obelisk

Posted by [Anonymous](#) on Fri, 07 Jun 2002 16:39:00 GMT

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If you dance around enough the obby won't touch you at all, but you have to straff left, right and jump a lot, and quickly, or call your self pancakes, bacon and eggs, because if your too slow, you fry.

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 17:24:00 GMT  
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quote:Originally posted by C4miner:Hey I found a great strategy to try out at the City. If you're on GDI, you can run through the tunnels straight to the Nod/NOD obelisk without being struck. It works even better when you have teammates go with you. One game, I managed to get in the obelisk undetected and take it out! This can work great with an unmined obelisk, try it sometime. Remember, it's Nod, not Nod\NOD.

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 19:08:00 GMT  
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Don't start up with that

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Fri, 07 Jun 2002 21:14:00 GMT  
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Sheesh, I was trying to address it so that nobody would argue with it or complain about grammar, yet it still happens. ACK did a good job annoying the \*\*\*\* out of other people who spelled the word NOD (or Nod).

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Sat, 08 Jun 2002 00:04:00 GMT  
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how about running up to it and planting a beacon

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Sat, 08 Jun 2002 11:48:00 GMT  
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I have found that the Ob can not hit Infantry if they run DIRECTLY at it. If you strafe, jump, or do anything besides run in a straight line, you will get fried. I don't, however, know how to avoid it from the side(ex. running to PP on C&C City).

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Sat, 08 Jun 2002 13:13:00 GMT

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If you really want to you can get a \$1000 charater and take a oblisk shot to the chest on your way there. (you don't die) I've never made it without being hit. Then you can pray that it isn't mined or plant a beacon. Then you can pray that no-one finds you because you only have around 50 health left from the obelisk blast.

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Sat, 08 Jun 2002 13:27:00 GMT  
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you have 40 health

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Sat, 08 Jun 2002 14:02:00 GMT  
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quote:Originally posted by reg:Remember, it's Nod, not Nod\NOD.Remember, its Nod/NOD, not Nod\NOD  
[ June 08, 2002, 14:03: Message edited by: brutus ]

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Sat, 08 Jun 2002 15:42:00 GMT  
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Remember, anyone who corrects someones grammar is a retard, not just stupid.This works on many maps. Some of them are:City(it's already been described)Hourglass(run forward and at an angle while jumping until you reach obby, from there you can go to Hand and probably strip - only tested with hand)Field (can get into obby - just run mad, and ref - jump from that thing on the side to the blockase, then go in back door)Under (can get into PP and Hand, you could probably leave Hand and go to obby or strip, but I never tried it)That's all I can think of now. WW should really make a patch that disable it for Nod or allows it for GDI because it unbalance the game.

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Sun, 09 Jun 2002 18:20:00 GMT  
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ACK i thought by now you whould have learned.....its both NOD and Nod.

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Subject: C&C\_City Obelisk  
Posted by [Anonymous](#) on Wed, 12 Jun 2002 14:52:00 GMT

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u noe what is so stupid...when i try to gather a group of like 6 people on that map no one comes...they say it is a suicide mission...i went w/ a friend and blew the oby up in no time...

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Subject: C&C\_City Obelisk

Posted by [Anonymous](#) on Thu, 13 Jun 2002 09:05:00 GMT

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yea its a suicide mission -- but isn't it worth it? Almost all the time the team with the base defenses down first looses, unless they counter right away and take down the other teams defenses. If im ever in a game with anyone who wants to do it i guarentee I'll be there.

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Subject: C&C\_City Obelisk

Posted by [Anonymous](#) on Sun, 16 Jun 2002 12:32:00 GMT

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I thought it was the Brotherhood Of Nod.

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Subject: C&C\_City Obelisk

Posted by [Anonymous](#) on Sun, 16 Jun 2002 12:33:00 GMT

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BTW What I find works on this map is take a Stealth Tank, Stealth trooper, and beacon. In the tank drive right behind the barracks, if it's quiet enough hop out of the stealth tank, quickly plant C4 on it in case someones grabs it, lay beacon, and jump back in the stealth tank, usually you can take out the barracks, although at a large cost.

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Subject: C&C\_City Obelisk

Posted by [Anonymous](#) on Mon, 17 Jun 2002 03:11:00 GMT

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quote:Originally posted by C4miner:Hey I found a great strategy to try out at the City. If you're on GDI, you can run through the tunnels straight to the Nod/NOD obelisk without being struck. It works even better when you have teammates go with you. One game, I managed to get in the obelisk undetected and take it out! This can work great with an unmined obelisk, try it sometime. Well I tried it with some from team on your idea here, even though it was unmined, we all got zapped by the Obelisk. So your tactic did not work. And yet if you did it, then you must have either "CHEATED" or used "A BUG/GLITCH" in game.

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