Subject: Obelisk, walking backwards...
Posted by Nate on Thu, 03 Apr 2003 20:13:14 GMT
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... is there a way to stop this? Can anyone tell me more about this? Where they go in to actually do this bug?

Subject: Obelisk, walking backwards...
Posted by Chaos on Thu, 03 Apr 2003 22:52:30 GMT
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They walk up ur ass and then headshot "the obelisk "

Subject: Obelisk, walking backwards...
Posted by Gizbotvas on Mon, 07 Apr 2003 22:52:06 GMT
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I cannot say with any certainty, but I thought this might've been fixed in the latest patch.
I have not seen it done now in so long...

Subject: Obelisk, walking backwards...
Posted by Homey on Tue, 08 Apr 2003 00:34:35 GMT
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30sfps+ = hard to ob walk

Subject: Obelisk, walking backwards...
Posted by Raven on Tue, 08 Apr 2003 21:45:33 GMT
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I like to AGT walk

Subject: Obelisk, walking backwards...
Posted by Doitle on Wed, 09 Apr 2003 02:41:45 GMT
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Quote:I like to AGT walk

We all know how fun that is, although it's more of a AGT Walk/AGT Fall to ground in Fetal Position on fire... You know?

Subject: Obelisk, walking backwards...
Posted by Nate on Thu, 10 Apr 2003 00:00:19 GMT
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So you mean this doesn't work now? In some games like City_Flying... I saw some GDI hotwire was able to run to the OBELISK. Fotunately, I saw it and blow his butt with a land mine.

I just want to know if the obli still works and where they enter any map. Just interested... in hope they can be stopped. They can be stopped but... I just want to make sure so I can look out for certain places.

Subject: Obelisk, walking backwards...
Posted by XKMonkey on Thu, 10 Apr 2003 00:11:09 GMT
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It's done a lot on field and under. Sometimes City. It will only work if the sfps is below 30. On field they come out of the tunnel by the ref, on under they can do it from either tunnel. For the most part you can just put mines in the middle of where they would most likely go. If you peak mine, it'll keep almost all of them out.

Subject: Obelisk, walking backwards...
Posted by Nate on Thu, 10 Apr 2003 11:22:18 GMT
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Thanks, Monkey. I'll keep a look out on those areas.

Subject: Obelisk, walking backwards...
Posted by Deathgod on Wed, 23 Apr 2003 07:57:08 GMT
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City: walking to the Hand is not obwalking at all. You can do this no matter what the SFPS. If done properly you will never be in the line of fire long enough for the ob to charge. I take grenadiers and do it all the time... free unit for me + big points + no points for killing me = win.