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Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Wed, 22 Jan 2003 18:49:00 GMT

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quote:Originally posted by The Real Gizbotvas:I always grab an engie and run through the tunnels to Hand/WF. It seems pretty futile though, because I don't think I have ever made it through.I wonder if there is a good opening strategy I could adopt.Ideas?I usually grab a shotgunner and wait for you That said, I dislike Islands and Walls (flying or non) simply because I don't like this type of rush. Can be good for a fragfest though...

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