
Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 13:42:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

But it may also be the other way round: I once joined a game where our Hand of Nod blew up after one hour into the game (demo - map Under). It was one more hour to go, I was the only technician left. It was so much fun, fending off about 3 mammoth camps with artilleries, 5+ APC rushes and so on. In the end we brought GDI down to one building left and won by points.
