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Subject: HourGlass map.... Worst Map? Opinions?  
Posted by [Anonymous](#) on Fri, 29 Mar 2002 06:38:00 GMT  
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Pretty lame map. Usually a standoff. I always go for a 3-man flame tank rush right over the top if Nod. If GDI I find this map really tedious. Your only option is to clog play defense and get mammy's with hotwires working the tail end in all three attack channels. If you can APC rush on this map you are playing against retards.

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