
Subject: HourGlass map.... Worst Map? Opinions?

Posted by [Anonymous](#) on Tue, 26 Mar 2002 04:03:00 GMT

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Az, couldn't agree more - this is a lot of desktop strategy bull...take an APC with 2 nukes and 3 hotwires and take them for a sightseeing cruise throug the GDI base, yeah right. honey, GDI is usually heavily defending in "hourglass" with several moebius, sydneyes and gunners camping who can destroy the APC in seconds - gone are your 3000credits. never ever have i witnessed anything like systemX`s plan happening.what really happens is one of the following:a) NOD flame rush > game over in 5 min.b) NOD too stupid/uncoordinated for flame rush > superbooooring sneak and shoot with artillery/MLRsIMHO, "hourglass" and "field" are the most sucking maps, "mesa" and island" rock.
