
Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 00:22:00 GMT
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I was just going to mention a similar tactic to Devon which usually ends the map in minutes. Take an APC as mentioned with a driver and two passengers. Once behind the war factory one passenger jumps out near the door. the APC drives on to the refinery and drops the next passenger. At this point passenger 1 has placed the nuke at the war factory most GDI is rushing to disarm. Passenger 2 (an Engy) places the c4 on the MCT at refinery. That way GDI is divided between a nuke beacon and a "Refinery under attack". The APC should drive on to the power plant. If the driver can make it there then nuke it too. 50\% of the time the APC gets toasted trying to make it to the plant but if you do make it and nuke it...it can end the game in a few minutes later.
