
Subject: Re: Should we fix jumping on Barracks on Canyon?

Posted by [flyingfox](#) on Sat, 10 Jul 2004 16:49:04 GMT

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ghostSWTQuote:Canyon is so god damn hard for Nod to win.

So very untrue. Any map can be easily won by any side with the use of one top secret strategy.
"TEAM WORK"

Negative, you get punished for teamwork on Hourglass. Take out the enemy obelisk/guard tower? They camp, and eventually gain back the point lead then stay ahead. Trust me, it's happened many times. One time, we did a 6-man medium tank rush and took out the enemy obelisk. The enemy camped the entrance, got back the lead and kept it.

I'd hasten to say if we could organise properly after that we'd be able to go through with the rest of the game, but people think "obelisk down = sniping fun fun fun we've won".
