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Subject: Hourglass

Posted by [spock333](#) on Mon, 31 Mar 2003 14:32:22 GMT

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I agree, 10 minutes is a little long to be sitting in one place pounding a building. Also, thanks for the tip on using "K" to check health on buildings that's a new one to me.

I do agree that any kind of base to base is cheating like you mentioned with islands. However, it seems to me that in hourglass the top of the hill is a great place for battles with the winner being able to pound the oponents refinery for as many points as possible.

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