
Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by [ArtyWh0re](#) on Fri, 09 Jan 2009 02:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I really like this map, its very well made with alot of detail.
I notice an FPS drop but the map is still playable for me.

Only thing im not to keen about is the tunnel that leads to
the back of the GDI base and into the Power Plant making
it vunulrable.

I havnt seached enough but im guessing there is a tunnel to
Nod's Power Plant aswell. This wouldbe good on other maps but
for a map like this it kind of changes the kind of gameplay
involved in the map.

In my opinion Hourgalss is named Horugalss because the game is
more likely to end with the time limit than 1 base being destroyed.
