
Subject: Re: Release - C&C_Hourglass_Flying_BETA

Posted by [Fabian](#) on Fri, 09 Jan 2009 03:27:19 GMT

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There are tunnels going to both base power plants. The vulnerable buildings (not protected by heavy defenses) are the HoN and the WF, which I consider of equal value to their respective teams.

Does ANYONE see grass and dirt instead of dirt and black?

P.S. Hourglass is named hourglass because it is shaped like an hourglass, not because of the timing of rounds. I thought everyone knew this...
