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Subject: Re: Release - C&C\_Hourglass\_Flying\_BETA  
Posted by [Jerad2142](#) on Tue, 13 Jan 2009 10:22:36 GMT  
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Its an extremely nice map, but there are a few balance issues I noticed, like, the MRLS can shoot the obby from three spots while remaining out of range, while the arty can only shoot the guard tower from one. I noticed there are no bullet holes in one tunnel and finally, and finally the water in the water fall looks kind of fugly.

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### File Attachments

1) [1a.png](#), downloaded 601 times



2) [2.png](#), downloaded 596 times



3) [3.png](#), downloaded 588 times



4) [4.png](#), downloaded 591 times



5) [5.png](#), downloaded 592 times



6) [6.png](#), downloaded 577 times

