
Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by [Jerad2142](#) on Tue, 13 Jan 2009 10:22:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

File Attachments

1) [1a.png](#), downloaded 600 times



2) [2.png](#), downloaded 595 times



3) [3.png](#), downloaded 587 times



4) [4.png](#), downloaded 590 times



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



6) [6.png](#), downloaded 576 times

