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Subject: Re: Map Makers!

Posted by [Mr.Mom](#) on Thu, 03 Sep 2009 04:49:14 GMT

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I actually have a couple ideas for Hourglass. I think most people don't like hourglass and leave the map because of the 30 minute stalemate. So I tried to think of some ideas to take away that stalemate AKA Hourglass 2. Here are 3 different ideas I guess choose the one that intrigues you the most.

1. Extend the sides of the map into the sides of GDI and NOD bases.
2. Take out the sides of the map and insert an underground cave that vehicles may enter. Think of the map "field" underground. Obviously the underground would not be an exact layout of field, but a wide area underground to fight. So fight on top of the hill or underground.
3. Take out the Big Hill and put a mountain there or something. Create an underground cave to battle in and leave the sides extended or the same as they are.. Fight underground or the sides.

The theme for any of the ideas would be tropical.

They are all pretty vague ideas so if anybody wants to give any of them shot a lot is left for the imagination.

Let the flame begin! lol

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