
Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 11:46:00 GMT
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For you people that don't know the map its the one with the huge hill in the middle and the 2 paths around it to the right and left and a simple tunnel. The games on this map usually last the entire length. I for one don't like this map, and most other people don't either. People usually drop off the server when this map surfaces.. But the thing is that people don't use teamwork on this map.. a 3-5 flametank/med tank with or without APCs will destroy the defense tower.. But it seems sadly most games people do there own thing and not coordinate attacks Please people, when this map comes up read the chat messages and follow along with the plan, if not the game will last all day and you will be forced to poke around corners the entire game shooting. What do you think about this map? Does anybody know if they are going to release new maps?? I think we are in need for some new maps badly [March 25, 2002: Message edited by: AzWhoopin]

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 11:55:00 GMT
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one nearly unstoppable tactic I never see anyone use... Drive Artillery up to the hill near the top, turn it backwards and have it face your base. Turn the Turret around with the 'V' key and sight it on the GDI base. Level the turret and start hitting the refinery stack. You can even hit the War Factory and Powerplant if you move forward a little. From a safe location, you can take out the GDI base. If you see Infantry or vehicles headed towards you, back off a little and blow them up as they crest the hill. For added protection, bring a couple of infantry defenders (snipers, Chem troopers) and an engineer. You can use multiple Artillery this way, just make sure you have someone to protect and repair the Artillery. I haven't found a GDI version of this tactic yet. Warning: Sometimes you will find yourself being banned for doing this or the server shuts down. It isn't your fault, some people just can't stand to lose. [March 25, 2002: Message edited by: eg]

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 13:15:00 GMT
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lol hello azwhoopin long time no see (not really) anyways hourglass is a good map i think the only problem is ..its buggy on the hills if u drink a tank down or something ur tank digs in the ground and then glitchies and then ur tank just screws up and blows up i hate that!

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 13:33:00 GMT
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You people didn't know that you can take a GDI MRLS and attack the Obelisk without being touched? Just go around one of the side paths, pull up a little, and blast away with the

MRLS.Medium Tanks do a good job of it as well.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 13:54:00 GMT
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You can also take an infantry unit and stand either on top of the hill or in the left passageway and fire on the Obelisk. Even if it fires on you it won't hit you - the laser beam will pass right through you (provided you stand on the right spot). It's a great distraction and annoying as hell for Nod.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 13:59:00 GMT
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Hey ACup.. Whats new? ANd tankCmdr I think we played a few games together in the last few weeks.I knew about the around the corner thingy with the MRLS, I think everymap has a save spot to hit buildings with the MRLS from around corners, but the thing is that anyhitng that comes around the corner will kill you.Hey have you been playing the last few days? Even the lowest ping server I have been getting warped around and whatnot. A game last night I got to the NOD Airfield MCT untouched and clicked 2 timed C4s on the MCT then I was warped outside of it and the friggin 2 C4s were laying outside on the grass~ I was sooo madLAGGY SERVERS for the last week, EVERYSERVER seems to be bad[March 25, 2002: Message edited by: AzWhoopin]

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 14:06:00 GMT
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ya same prob here almost every sever lags even tho when i first had the game it worked fine

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 14:18:00 GMT
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lol nottin much azthat maps fine and goodand also yes the side paths work greatbut also getting ontop of the hilland positioning ur mrl's in the right place u can hit the ref.without being touched by the obliskbtw az u got msn bro?

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 14:28:00 GMT
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City is my least favorite. I like hourglass, but hate having to play gdi side - nod has the advantage on that one.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Mon, 25 Mar 2002 14:30:00 GMT
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YUP, MikeA140@hotmail.com as its been forever I am on renegade as ... What else.. AzWhoopin, I'll add you to list.. I am not on too much but I average like 2000 PTS a game whether I win or lose.. So fun not dealing with washers and cheaters like in RA2 and YR.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 00:00:00 GMT
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Cool, I'll give that a try.. Anybody know about new maps being released??

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 00:00:00 GMT
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I like hourglass alot. I'd say Volcano is my least favorite.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 00:01:00 GMT
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All GDI have to do to counter that tactic is to repair their buildings. One hotwire can keep up with a Mobile Artillery. There is a better tactic. When Nod, buy an APC and a Hotwire. Rush the base - but DON'T stop at the AGT! Continue behind the warfactory. From there, you can either stop and bomb the factory or continue behind the refinery and take out either that or the powerplant - and those places are hardly ever mined. When GDI, use medium tank rushes. If you approach the Obelisk from the side you can get all the way up to it with your tank still intact. Then you can choose between Obelisk, Hand of Nod and Airstrip. Very rarely are all three buildings mined. Btw, IMHO Under is the worst map. Or Fields (Fields is exactly like Under except you can evade the AGT instead of the Obelisk. Booring). [March 25, 2002: Message edited by: Devon]

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 00:06:00 GMT
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you can also do this with the mrls but its alittle harder you can hit the hand of nod or obelisk without getting hit by it. Just sit just out of range of the obelisk and throw your missiles over the hill if you can find the right spot boom.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 00:22:00 GMT
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I was just going to mention a similar tactic to Devon which usually ends the map in minutes. Take an APC as mentioned with a driver and two passengers. Once behind the war factory one passenger jumps out near the door. the APC drives on to the refinery and drops the next passenger. At this point passenger 1 has placed the nuke at the war factory most GDI is rushing to disarm. Passenger 2 (an Engy) places the c4 on the MCT at refinery. That way GDI is divided between a nuke beacon and a "Refinery under attack". The APC should drive on to the power plant. If the driver can make it there then nuke it too. 50\% of the time the APC gets toasted trying to make it to the plant but if you do make it and nuke it...it can end the game in a few minutes later.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 00:30:00 GMT
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Hey SystemX, 2 people with beacons, 3 hotwires and an APC... First of all not often you get 2 people to buy beacons.. secondly if you are that far into the game when you can be a hotwire with a beacon I don't think you are going to be able to trot into the enemy's base with no resistance in an APC unless you are playing a load of retards...

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 04:03:00 GMT
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Az, couldn't agree more - this is a lot of desktop strategy bull...take an APC with 2 nukes and 3 hotwires and take them for a sightseeing cruise throug the GDI base, yeah right. honey, GDI is usually heavily defending in "hourglass" with several moebius, sydneyes and gunners camping who can destroy the APC in seconds - gone are your 3000credits. never ever have i witnessed anything like systemX`s plan happening.what really happens is one of the following:a) NOD flame rush > game over in 5 min.b) NOD too stupid/uncoordinated for flame rush > superbooooring sneak and shoot with artillery/MLRsIMHO, "hourglass" and "field" are the most sucking maps, "mesa" and island" rock.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 04:47:00 GMT

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The APC-behind-the-factory tactic almost never fails. I've done it like a dozen times and only failed once because there were too many tanks in the way. And who says you need three nukes? All you need is three technicians and an APC, one technician being yourself. That's definitely not hard to get together. GDI might be able to save one or maybe (MAYBE) even two buildings out of the three attacked buildings, but never all of them.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 07:30:00 GMT
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@DevonThe "Infantry on top of the hill catching the attention of the obelisk without being hurt" is possible on some other maps as well, but i somehow feel a bit cheap disabling main base defense with a base character well almost cheap...there has to be some reward for playing GDI

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 13:22:00 GMT
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My worst map is City, its too dull and once you get to your enemy's base, its a long way back to your own.Hourglass is an ok map but my favourite has to be Volcano.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 14:05:00 GMT
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Anybody know if there are any plans of releasing more MP maps? I can't see playing these same maps forever!!

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:12:00 GMT
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quote:Originally posted by AzWhoopin:For you people that don't know the map its the one with the huge hill in the middle and the 2 paths around it to the right and left and a simple tunnel. The games on this map usually last the entire lenght.I for one don't like this map, and most other people don't either. People usually drop off the server when this map surfaces.. But the thing is that people don't use teamwork on this map.. a 3-5 flametank/med tank with or without APCs will destroy the defense tower.. But it seems sadly most games people do there own thing and not coordinate attacksPlease people, when this map comes up read the chat messages and follow along with the plan, if not the game will last all day and you will be forced to poke around corners

the entire game shooting. What do you think about this map? Does anybody know if they are going to release new maps?? I think we are in need for some new maps badly [March 25, 2002: Message edited by: AzWhoopin] well, i dont think its the worst, i just had a bad experience with it once. So, i was GDI and nobody ever bought a mammoth but me when i checked everyone's credits with 'J', almost everybody had at least 1000-2000 credits NEVER USED throughout game they jus stuck with med. tanks and MRLS's! I even told my team "BUY MAMMOTHS PEOPLE!!!!!!!!!!!" but nobody cared . In fact, the only time ANY team message came on AT ALL besides my own messages was "push our harvester back." That was easily the WORST non-teamwork game ive ever had misfortune of being in at the time

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 16:04:00 GMT
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Mammoth tanks are great in smaller games and there isn't enough people to take it out. But in large games i hate being in a mammoth because they are expensive, a big target for everyone else, and they give the enemy a lot of points for blowing you up. Another point though is if you have engineers repairing the mammoths then they are a big problem for Nod. I say go for the mammoth if you will have an engineer. If not stay with the medium tank

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 16:05:00 GMT
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Hourglass is pretty lame map only when you have a lame team. With good team work, this map can be a gas. Nod has to flame tank rush or bang away on one side with well supported artillery. GDI should use mammoths, the most scary tank in the game. When used in multiples with engine backup, can easily crush the enemy. Seen it done many times. Missile trucks can also be a good choice, but again, decent team backup is needed to protect your truck. My hated map has to be Walls (i think). The one with no base defenses and wall in front of bases. This map favors GDI big time. I have seen it and participated in mammoth tank rushes. You take 4 mammoths and attack nod as fast as possible. If you stick together and target same buildings, it's over. The only game I seen NOD stop this is when some how, someone got 2 artillery pieces on top of the wall, supported by techs. But if it's a server that starts you with mucho money....GDI should win everytime....so hence my dislike of this map... [March 26, 2002: Message edited by: medbot1]

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 16:13:00 GMT
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quote:Originally posted by Fartmuffin: well, i dont think its the worst, i just had a bad experience with it once. So, i was GDI and nobody ever bought a mammoth but me when i checked everyone's credits with 'J', almost everybody had at least 1000-2000 credits NEVER USED throughout game they jus stuck with med. tanks and MRLS's! I even told my team "BUY

MAMMOTHS PEOPLE!!!!!!!!!" but nobody cared . In fact, the only time ANY team message came on AT ALL besides my own messages was "push our harvester back."That was easily the WORST non-teamwork game ive ever had misfortune of being in at the time I kinda like medium tanks over mammoth tanks.EDIT: oh and med, that's walls. Not Field.[March 26, 2002: Message edited by: generalfox]

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Tue, 26 Mar 2002 18:11:00 GMT
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i think medium tanks are a lot better than mammy's I can almost get 2 mediums 4 1 mammy and u can't get out of the gun fire in a mammoth Overall mediums are a lot better and its not like they lack armour or firepowerBTW hourglass is a good map because i don't like games that last only 5 mini hate volcanofield, under , and city are okay mapsand Walls is my favoritetheres so many strats on that map

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Wed, 27 Mar 2002 00:57:00 GMT
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quote:Originally posted by eg:one nearly unstoppable tactic I never see anyone use...Drive Artillery upto the hill near the top, turn it backwards and have it face your base.Turn the Turret around with the 'V' key and sight it on the GDI base. Level the turret and start hitting the refinery stack. You can even hit the War Factory and Powerplant if you move forward a little.From a safe location, you can take out the GDI base. If you see Infantry or vehicles headed twords you, back off a little and blow them up as they crest the hill.For added protection, bring a couple of infantry defenders (snipers, Chem troopers) and an engineer.You can use multiple Artillery this way, just make sure you have someone to protect and repair the Artillery.I haven't found a GDI version of this tactic yet.Warning: Sometimes you will find yourself being banned for doing this or the server shuts down. It isn't your fault, some people just can't stand to loose.[March 25, 2002: Message edited by: eg]Something else I always do that works with both sides is drive an Artillery/MRLS around the corners, as close as you can without being shot by the defense. Then you can hit the War Factory/Airstrip on the left side and the Barracks/Hand of Nod on the right --- at least I think that's the way it is. Anyway you can blow something different up from both sides.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Wed, 27 Mar 2002 06:04:00 GMT
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I prefer maps without Base defense in games over 30 mins.. 30 min games or under I don't really care. But last night all games with Base defense lasted 40-50 mins, way way to long for 1 game.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Wed, 27 Mar 2002 06:13:00 GMT
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quote:Originally posted by medbot1:My hated map has to be Walls (i think). The one with no base defenses and wall in front of bases. This map favors GDI big time. I have seen it and participated in mammoth tank rushes. You take 4 mammoths and attack nod as fast as possible. If you stick together and target same buildings, it's over. The only game I seen NOD stop this is when some how, someone got 2 artillery pieces on top of the wall, supported by techs. But if it's a server that starts you with mucho money....GDI should win everytime....so hence my dislike of this map...[
March 26, 2002: Message edited by: medbot1][/QB]uhhuhh...until GDI can afford a mammy and walls.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Wed, 27 Mar 2002 07:55:00 GMT
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quote:Originally posted by AzWhoopin:Hey SystemX, 2 people with beacons, 3 hotwires and an APC... First of all not often you get 2 people to buy beacons.. secondly if you are that far into the game when you can be a hotwire with a beacon I don't think you are going to be able to trot into the enemy's base with no resistance in an APC unless you are playing a load of retards...AzWhoopin, Can you read? Please show me where I state you need 3 Hotwires? This strategy takes 2500 credits...which is easy money. Two players with \$1000 each , 1 player with \$500 for APC. Engineers are free.this can be earned within the first 2 min of the game.A single engineer can't take out the tiberium refinery alone....but he is not supposed to. He is only supposed to plop his c4 so that the team gets divided and confused as to where to go.BTW, genius! it's not hard at all to get two player's with beacons if there is teamwork involved.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Wed, 27 Mar 2002 08:30:00 GMT
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you are probably not close enough to the buildings.You have to watch the Dot on the map, not the targeting circle.One problem I found was I wasn't close enough when I first used this tactic. I had to move forward just a little and i was then hitting the refinery stack.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Wed, 27 Mar 2002 12:26:00 GMT
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eg, good tactic hitting the V key at top of hill, man I tried it over and over with artil and tanks as nod and it seems like I should be hitting buildings big time not just the stack either, but it's like there is no damage? not hitting buildings NONE, it's sick even when I back up so getting hit buy

AGT no luck what gives, as this is a incredible discovery for this map, man I can scope the whole F in base?

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Thu, 28 Mar 2002 00:21:00 GMT
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quote:Originally posted by SystemX:BTW, genius! it's not hard at all to get two player's with beacons if there is teamwork involved. Yes it is, not too many people are going to risk losing 1000 hard earned money (no way your gonna have 1000 credits in 2 mins with a 0 credit server) the only map where money comes in quick is islands. And if the beacons are disarmed or you get killed on the way you are back at your base with no money and no points and will probably finish the game in the bottom half of the score.

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Thu, 28 Mar 2002 17:48:00 GMT
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eg: Thanks agin, ya I know what you mean by the dot not target circle, I'll just have yo practice soom more. If you ever read this, maybe you can quickly mention the buildings that this tactic works on, or works on the best? Thanks man,

Subject: HourGlass map.... Worst Map? Opinions?
Posted by [Anonymous](#) on Fri, 29 Mar 2002 06:38:00 GMT
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Pretty lame map. Usually a standoff. I always go for a 3-man flame tank rush right over the top if Nod. If GDI I find this map really tedious. Your only option is to clog play defense and get mammy's with hotwires working the tail end in all three attack channels. If you can APC rush on this map you are playing against retards.
