Subject: fastest times on hourglass?

Posted by Anonymous on Tue, 04 Feb 2003 17:21:00 GMT

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i was on nod and we flame rushed gdi with 7flames and took out their base in 5:34.any other records on hourlgass or another map???

Subject: fastest times on hourglass?

Posted by Anonymous on Tue, 04 Feb 2003 18:16:00 GMT

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about 2 mins on walls flying. Major bull\*\*\*\*

Subject: fastest times on hourglass?

Posted by Anonymous on Tue, 04 Feb 2003 18:19:00 GMT

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quote:Originally posted by Kirovy1234:about 2 mins on walls flying. Major bull\*\*\*\*2 mins?!? Did it start with 0 credits?

Subject: fastest times on hourglass?

Posted by Anonymous on Tue, 04 Feb 2003 18:41:00 GMT

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1:32 EAT THAT SUCKAS!For once, my team had some teamwork on walls, and we (a team of 10 out of 15 players) all grabbed free engineers, two more guys grabbed flamethrower and a mg and we all rushed into the enemy base via tunnels at the first second. Two people per building, C4...you do the math. It would have taken us 10 seconds, because we timed it by team chat- I told everybody to tell me when they were in position and had c4 in place. I did a check: "IF?" they replied: "in place!" "PP?" "CHECK" "TIBREF?" "WERE IN" etc. The two guys with guns ran out in the middle and acted like idiots to draw the pidgeons away. "Alright, hit it!"NOD WINS BY DESTROYING THE ENEMY BASE!That was the first and only time I could ever get that kind of team work....

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Posted by Anonymous on Tue, 04 Feb 2003 18:47:00 GMT

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4 sumtin, apc rush the gdi pp asap followed by a ton of flamers

## Subject: fastest times on hourglass? Posted by Anonymous on Tue, 04 Feb 2003 18:52:00 GMT

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quote: Originally posted by wreaker of havoc:1:32 EAT THAT SUCKAS! For once, my team had some teamwork on walls, and we (a team of 10 out of 15 players) all grabbed free engineers, two more guys grabbed flamethrower and a mg and we all rushed into the enemy base via tunnels at the first second. Two people per building, C4...you do the math. It would have taken us 10 seconds, because we timed it by team chat- I told everybody to tell me when they were in position and had c4 in place. I did a check: "IF?" they replied: "in place!" "PP?" "CHECK" "TIBREF?" "WERE IN" etc. The two guys with guns ran out in the middle and acted like idiots to draw the pidgeons away. "Alright, hit it!"NOD WINS BY DESTROYING THE ENEMY BASE!That was the first and only time I could ever get that kind of team work....Can you say DUMB ASS? XkMonkey: lol, going from brx to hon and to play c4 and wait for it to explode it took me 1:40, these guys are talking out of their asses, i even went for the closest building, plus i hosted so zero load time is included

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Posted by Anonymous on Tue, 04 Feb 2003 21:22:00 GMT

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and dont forget, he said he check with EVERY team, makes ya wonder iftehre is ANYONE on Nod since all the engis got there safley, so that would add a bunch of more seconds...

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Posted by Anonymous on Wed, 05 Feb 2003 11:58:00 GMT

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Thats why I sent the two decoys out to the middle, to distract attention from the tunnels (the two I sent were, i had noted from the previous game, very good at dodging my bullets). I didnt plant timed C4. We all planted remote. And it didnt actually take more than 15 seconds for everybody to be set up, because the people who went for the tib or pp left ten seconds earlier than everybody.

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Posted by Anonymous on Wed, 05 Feb 2003 17:38:00 GMT

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Maybe there was a mod on, because it did work.

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Posted by Anonymous on Thu, 06 Feb 2003 00:31:00 GMT

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quote:Originally posted by wreaker\_of\_havoc:Two people per building, C4. quote:Originally posted by wreaker\_of\_havoc:I didnt plant timed C4. We all planted remote.4 remotes will not take down a building. You would need at least one timed. And doing the math, it is impossible to do what you said in that time, even if the other team just stood there and did nothing.

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Posted by Anonymous on Thu, 06 Feb 2003 00:43:00 GMT

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.1 second server shutdown GDI wins.

Subject: fastest times on hourglass?

Posted by Anonymous on Thu, 06 Feb 2003 00:57:00 GMT

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3:47 On Islands...