
Subject: New maps, visibility, City tips for GDI
Posted by [Anonymous](#) on Sun, 21 Apr 2002 11:42:00 GMT
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Almost forgot. Thanks to tvk515, as well. To switch gears, though, does anyone feel forced into the Engineer/Hotwire/Technician class when they play? The game that I just mentioned that happened last night was the only one where I didn't start out buying a Technician and minning everything immediately. Don't know if anyone ever did, though we definitely never mined the Tiberium Refinery, since it was taken out immediately. But does anyone got any "old war stories" about the Engineer classes?
