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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.

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