
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 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 their 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]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 just 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 i've ever had misfortune of being in at the time
