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Subject: Hourglass

Posted by [jsival](#) on Sun, 04 May 2003 10:10:32 GMT

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When you are playing Hourglass, it depends on the size of the game which side has the advantage. In small games NOD is more dangerous and in big games the power of GDI will rule. In this map TANKS ARE VERY IMPORTANT WHEN YOU ARE GDI. When you are playing GDI you have to buy as many med tanks as possible to prevent the flamers to do a flame rush. MED TANKS RULE AND WILL DESTROY ANY NOD VEHICLE IF YOU PLAY WELL. So the key to win with GDI is to have many med tanks and also engineers and hotwires. GUNNERS ARE USELESS. THEY ARE TOO WEAK EVEN AS SNIPERS. When you play as NOD, you should try to convince you team to do a flame rush. STANKS are not strong enough to be of a great problem to GDI but flamers do. Drive over the hill with at least three flamers and try to destroy the AGT. If it fails you have at least the important points. In big games when you play NOD, your team has to buy as many ravesaws as possible. They will simply crush the MED tanks and save a lot of points for NOD, because the NOD will lose from the med tanks and will give GDI much points. When you are NOD you can also try to do an APC rush and try to destroy the power plant.

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