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Subject: Hourglass

Posted by [KIRBY098](#) on Fri, 09 May 2003 19:45:26 GMT

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I played a VERY rough game with this map last night.

Deadlocked for 1 hour. Niether side of experienced player could break the defense of the other. It was like we were anticipating each other's moves before they happened. We anticipated every flame rush, every APC, and had spotters on each side calling out rushes from left and right. It was a well played game, with some experienced players, and they only lost both turrets, while we lost the Wep Fac with 30 seconds to go due to a lag spike, and a flipped mammy.

I hate this map for that reason.

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