
Subject: Hourglass - Someone explain this to me
Posted by [delta_sector](#) on Sat, 10 Jan 2004 01:26:11 GMT
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I for one agree that shooting on top of the hill is a valid tactic. Why did the map designers put a hill between the 2 bases? Does that hill act like a wall to avoid direct confrontation? another path for attacking the base? Why is there a tunnel beneath the hill? Are tanks supposed to be on that hill? What about infantry? Why are there rocks?

The map designers put a hill between the bases for a purpose. The bases are so close that defenses would rip out anything they see. If that hill was supposed to be a wall they shouldve made that hill INACCESSIBLE. Why did they make that hill accessible? ITS FOR TANKS TO ROLL OUT AND FLATTEN THE ENEMY BASE. If that hill is for tanks then theres another way to attack the opposing base. A tunnel is placed to the convenience of infantry since base defenses can hit particular areas on the hill. If that hill wasnt supposed to be used by tanks or infantry why are there some big rocks that can COVER a vehicle from the base defenses. If those rocks are meant for infantry why are those rocks so big that it can cover a tank?

It is so stupid that why should particular servers not allow shooting from the hill on Hourglass when the way the map was designed suggests doing that.
