
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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Posted by [Rikkie](#) on Sun, 04 May 2003 11:01:53 GMT

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true true

In the beginning with gdi attack the nod harv. You can even get c4 on it. With nod apc rush is a good thing to do.

Also note that you drive a lighttank over the hill and drive it up the stone entrance of the tunnel. Drive it at that platform and the AGT will stop hitting you and you can easily fire at the AGT. Gdi tanks will have to drive up the hill to start shooting at you. You wont destroy AGT but it will give you some points.

Subject: Hourglass

Posted by [ice_lui](#) on Thu, 08 May 2003 20:43:42 GMT

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true the ravesaws are good, but i prefer the black hand with the chain laser gun. 2 of those guys can destroy a med in 15 seconds and a mammoth in 25 seconds. the ravesaws take too long to reload

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Posted by [Aircraftkiller](#) on Thu, 08 May 2003 20:52:37 GMT

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Remember, it's Nod, not NOD.

Subject: Hourglass

Posted by [-Tech-](#) on Thu, 08 May 2003 23:48:38 GMT

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I think Hourglass is probably my favorite map. All the strategies you stated are valid, and I didn't even know about parking on the tunnel entrance. I wondered why so many vehicles tried to park there, kept falling off and blowing up.

While I agree that Medium tanks are excellent units, they do have their weaknesses. Mobile Artillery, if aimed right, can pick off pretty much any vehicle in comparatively few shots. Another way to destroy a Medium - or even a Mammoth for that matter - is to rush up to it in a Flame Tank, get REALLY close so their barrel is going "through" you and they can't make a hit, and torch away. I've had it done to me - very frustrating. The FT nailed me right as I was coming out of the Weapons Factory, shoved me against the back wall and blew me up.

Back to the map... Med tanks are very useful, but Mammoths RULE ALL at base defense and killing Flame Tanks. Anywhere else IMO, they're just targets.

Subject: Hourglass

Posted by [NHJ BV](#) on Fri, 09 May 2003 09:49:38 GMT

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Mammoth Tanks are really useful on this map to defend your base. One of them can hold against a lot of Nod flamers or APC's.

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. Neither 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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Posted by [HTDana](#) on Fri, 09 May 2003 22:22:09 GMT

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That could have been a good game, aside from the bad luck at the end. Sometimes the close

stalemates are fun to play, as long as people aren't camping and waiting for each other.
