

Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by [Jerad2142](#) on Tue, 13 Jan 2009 10:22:36 GMT
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Its an extremely nice map, but there are a few balance issues I noticed, like, the MRLS can shoot the obby from three spots while remaining out of range, while the arty can only shoot the guard tower from one. I noticed there are no bullet holes in one tunnel and finally, and finally the water in the water fall looks kind of fugly.

File Attachments

1) [1a.png](#), downloaded 810 times



2) [2.png](#), downloaded 803 times



3) 3.png, downloaded 800 times



4) [4.png](#), downloaded 795 times



5) 5.png, downloaded 791 times



6) 6.png, downloaded 783 times

