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Subject: Help me hourglass.mix strategy

Posted by [Anonymous](#) on Mon, 15 Apr 2002 17:19:00 GMT

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This is basically how my Hourglass strategy goes if I am on Nod (preffered side). There need to be at least 8 people on your side for this to work at optimum efficiency: Have 3 people buy Flame tanks, everyone else except one buys Mobile Artillery. The one extra person gets black hand sniper or Sakura. Everyone goes to the top of the hill. Flames come down first, rushing AGT, also drawing its fire. Then Mobile Artillery and sniper crest the hill, and... guess? After flames are finished killing AGT (shouldnt take too long) they should go and wreak havoc on the scared GDI troops, who have long since wet their pants. One tip: After AGT, kill Weapons Factory so GDI cannot buy Mammoths or other tanks to get in your way. Have Fun!

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