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Subject: Re: C&C3 Community Summit - Press Embargo lifted!

Posted by [Crimson](#) on Fri, 12 Jan 2007 22:03:45 GMT

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To be honest, they didn't say specifically if it would open new/specific missions or not. But after meeting the Full-Motion Video Director and the awesome Dragon Dronet who did costuming, sets, and props, I can't wait to play the game to see how it all comes together. I don't have my notes with me at the moment, but between GDI, Nod, and the Aliens, there are something like 35 different missions, lasting anywhere from 10-45 minutes, or longer depending on your skill level and strategy.

One of the things I found really cool was that when you play the Skirmish games against the computer, there are distinct personalities to play with.

Offensive: Starts attacking you pretty much right away.

Defensive: The "turtler" who hangs back and doesn't attack you unless it thinks/knows it has the advantage.

Overlord: Builds up huge forces of infantry, tanks, and aircraft. Then it throws them all at you in huge waves.

Guerilla: Does the sneakier stuff like hitting you from two different sides and elaborate combinations of units

Optimal: This AI personality is supposed to combine the best qualities of all the personalities and be the most difficult one to defeat.

Out of these personalities, you can go against Easy, Medium, Hard, and Brutal. Brutal is the same as Hard, but with cheats, basically, so he can build faster than you and have more money than you.

The neat part about the AI for modders is that the AI is all defined in XML files and new personalities can be created. They had quite a few modders present. The development tools probably won't be out at the same time as the game, but they are supposed to come out very soon after.

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