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Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Scythar](#) on Sat, 03 Mar 2007 18:15:53 GMT

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Crimson wrote on Sat, 03 March 2007 02:16

I know how you could get that opinion just based on the demo, but there's more to it. First of all, you can challenge AI that plays "turtle" style. Second of all, there's a "rules" tab that's not active in the demo, but I believe it has settings in there that prevent attacking for a certain length of time. In the XBOX version, there's a mode where there's a big wall between the bases to physically stop you. Don't base the whole game on a feature-limited demo.

You can actually choose the different AI types in the demo too, in the same way you can play as NOD, but I haven't have had the time to check if it actually changes the behavior at this point.

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