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

Posted by [m1a1_abrams](#) on Sun, 04 Mar 2007 01:53:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

I just managed to beat hard balanced a few times in a row, for the first time. I'm exhausted, it was so bloody stressful.

The only way I can beat it is by mindless spamming out a couple of unit types that go together, not really looking at the action so much as constantly checking I'm not running out of Buggies, or whatever. And the hard AI has so much money, it easily recovers from losing the Con Yard and production structures... it's evil. The skirmish map doesn't help with the way it garrisons practically every building on the map with rocket soldiers. You have to baby your reinforcements or they get blown up by rockets on the way.

Oh to be a computer and have no problem doing ten things at once.
