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

Posted by [Chronojam](#) on Fri, 16 Mar 2007 17:04:51 GMT

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Jerad Gray wrote on Thu, 15 March 2007 19:02I noticed that pieces of tiberium that are alone don't grow, whats up with that.

C&C tradition dictates that tiberium that is isolated will grow slower than tiberium that is in a patch, hence the optimal harvesting strategy is to collect in a checkerboard pattern. A lone chunk often has trouble spreading far, but the bigger a field is, the quicker it replenishes. Sometimes I wonder if EA is forgetting C&C or if the fans are XD

Goztow, try mixing together different kinds of base defense-- put lesser turrets with your Obelisk to handle clean-up and defend against infantry rushes. Forcing an Obelisk to waste shots is a classic C&C maneuver.

Crane, surveyor, Power-refref-barracks, surveyor, crane, ref wf defenses, tanks, techup. Cockwalleting optional, but gives a 50% boost to odds of winning.

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