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Subject: Re: C&C 3 Reviewed!

Posted by [Creed3020](#) on Wed, 28 Mar 2007 13:26:09 GMT

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Played a skirmish yesterday with seven other AI's. They were all set to scrin at different difficulties. I wanted to see what they were like from the AI point of view first before playing them myself.

My only thing I see being a problem with them is not being able to tell the building apart. Their 'infantry' and 'vehicle' producing structures are nearly identical.

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