
Subject: Re: cnc3 is the best CNC game to date
Posted by [Jerad2142](#) on Sun, 02 Dec 2007 18:33:02 GMT
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Starbuzz wrote on Sun, 02 December 2007 10:48IMPORTANT QUESTION ABOUT C&C3:

Toggle SpoilerDO THEY HAVE NAVAL UNITS?

No, water is to hard for anyone that makes new games to figure out... I guess

nopol10 wrote on Sat, 01 December 2007 21:12AoBfrost wrote on Sun, 02 December 2007 10:12Terminator 101 wrote on Wed, 28 November 2007 13:25Yes, buy the AI has not improved one bit from Generals.

I played the demo, and the AI was so dumb that it felt nostalgic.

Enemies still keep attacking with the same patterns, and so on...

I expected some huge AI improvement, buy since the terms EA and Good AI can't possibly be said in the same sentence(or at least not any more), I was not really disappointed.

The AI in the real game is alot better, I'm good in cnc3, but I still lose to the Brutal AI sometimes because they just rush to dang much, and it's a small rush too, they'll send a pred tank and 3 rocket soldiers and take down a building, then I defend it while I make more soldiers and tanks, then comes more rushes, the waves keep hitting, and after a while I lose money to a certain point I cant defend anymore.

You can defeat the Brutal AI (balanced) in a 2v2 by rushing infantry (rockets) to their harvy and ref at the start.

I just out live them by building lots of obbys and air defenses until they run out of ore, and sense the AI's harvester ai still sucks so bad that it doesn't start harvesting again they screw themselves.
