
Subject: Re: cnc3 is the best CNC game to date

Posted by [terminator 101](#) on Mon, 03 Dec 2007 20:38:33 GMT

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AoBfrost wrote on Sat, 01 December 2007 21:12 Terminator 101 wrote on Wed, 28 November 2007 13:25 Yes, 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.

By AI, I am also talking about your own units, not just the enemy. The only new thing that generals introduced was that your units would get out of the way if they were in the way. After playing C&C3, I can safely say that it brought absolutely no improvement to your units. The guard command is still as useless as ever, units NEVER retreat, etc.... Is it that difficult to make it easier for the player?
