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Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Sat, 27 Jul 2002 04:45:00 GMT

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as promised...I finally got around to making a .mix of City, it seems to be the fav of my maps so far

Added "Smart" AI, couple of supprises, and they pretty much stay out of tiberium (unless having war across it )  
[http://dante.havocide.com/Downloads/C&C\\_City\\_AI.zip](http://dante.havocide.com/Downloads/C&C_City_AI.zip)Enjoy

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