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Subject: Re: What you hate about C&C in general(mainly the EA ones)

Posted by [CarrierII](#) on Sat, 22 Apr 2006 23:25:38 GMT

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The AI in the following games cheats for certain as map editors/leaks allowed you to see.

Unreal tournament GOTYE (who hasn't seen that formula? the on where their damage is multiplied relavent to thier skill level)

Starcraft (yes, even Starcraft, the AI know what you are doing... they know when you are about to attack)

AI is a complex thing, if anyone who complained can program, try this:

Make a program that can think like you and adapt to anything you input. try it, i'll see you in thirty years.

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