
Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [m1a1_abrams](#) on Sat, 03 Mar 2007 16:49:14 GMT

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I'm gonna have to eat my words about the AI. I said that game developers always say that it's going to be much better than previous games, but we always get the same old stupid AI. Well it looks like they actually delivered this time.

The skirmish AI is friggin' hard. It really does react to what you build and uses the appropriate counter. You have to build a mixed force or you get punished quickly. I had one game where I built lots of tanks and grenadiers, then got attacked by masses of aircraft, because I forgot to build any anti-air. Usually I was building lots APCs for my anti-infantry, so the AI wasn't building aircraft because I had a huge counter already in place... but I only realised this when I used something else as my anti-infantry, that wasn't also an aircraft counter. I find "normal" skirmish AI as hard to beat as the "harder" setting on most RTS games. I think "normal" is just clever, but "hard" is clever *and* cheating... although someone will have to delve into the game files to find out for sure. I think it's the first time that "normal" and "hard" actually mean just that.
