

---

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

Posted by [Crimson](#) on Thu, 15 Mar 2007 20:24:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I am still having trouble beating hard (I'm not a hugely skilled in RTS so meh)... I tried an interesting tactic of packing up my construction yard and moving to a corner tib field so I only had two sides to defend instead of 3... I actually survived quite a while with it but I was running out of building room and tiberium, and my stupid harvesters kept trying to leave the base and getting pwned. The funny thing is that the AI assumed I was using the default field and never expanded to it.

---