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

Posted by [Jimbo27](#) on Thu, 15 Mar 2007 22:50:52 GMT

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Crimson wrote on Thu, 15 March 2007 15:24I 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.

Key is to expand to two tib fields, build lots of rocket men and gun towers while you tech up (tech center til you can get mammies and zone troops) and then just beef 'em.

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