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

Posted by [Jerad2142](#) on Tue, 20 Mar 2007 04:51:55 GMT

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

Oblivion165 wrote on Mon, 19 March 2007 21:41 I've played the Demo about 1000 times now and I have to say that I can see why some of the things were changed in generals.

First Lack of money for AI.

Like most of you I'm sure that you take the two tiberium spots on the map asap. This is of course the most realistic course of action and it soon dwindles to a victory. Well in generals you didn't have to have ore after awhile and I see why this is good now. If you take the tiberium there is no way in hell for the AI to get enough money take the spot away from you. You control the field and will undoubtedly have a refinery there, well they have no money so while your sitting back making more and more defenses they have no course of action that can turn the tables. Sure they have super weapons but I've never seen them use it. (The highest i can play is a hard enemy set to turtle.) Even still you would likely be able to build back everything before a single tank gets there. Point being that without a way to make income other than the tiberium the game is already over and so far in my experience they just sit there and do nothing waiting for death.

This is what the situation looks like when you control both the tiberium sites:

<http://www.oblivioninteractive.com/images/Joshua2.jpg>

(Note the red dot in the top corner)

Well the AI was built off Generals AI so it sucks, and in multi player people are going for the same thing (there will also be other maps with different locations of tib fields etc.).

Oblivion165 wrote on Mon, 19 March 2007 21:41

Second Silos and Power.

This isnt EA's doing but enough is enough. This was a problem even back in the original C&C days. How many power plants does one city usually have? One? If even that? (Sharing) I have acres of power plants and silo's by the time I'm done. Probably about 20+ upgraded power plants and around 40 silo's. This is just annoying and repetitive for each session.

Actually multiple power plants is needed, if it was just build one power plant to power a base, people would be 10 and you could never get their power down.

As for silos, it just adds to the build list (which is way to short).

Oblivion165 wrote on Mon, 19 March 2007 21:41

Third Lack of enemy base.

When i storm through the map there is scattered things everywhere. Nod will build refineries every 3 feet and it's not even close to their base. Also there are NO base defenses, nothing, nadda. I could sent one mammoth to take care of the whole job. They just build out and out but they never use the turrets or any kind of logical structure when laying out their base.

AI sucks.

Oblivion165 wrote on Mon, 19 March 2007 21:41
Fourth Placing buildings wherever they hell they feel like.

Ill have the tiberium pit cut off from everything in second of the game starting. I build two outpost trucks immediately after the power plant and send them away to the pits. Build defenses and soon get some APC's up there to detect stealth. It is completely cut off, but then all of the sudden a refinery pops up inside the enclosure. wtf? Maybe they stealth'd something, a quick drive around reveals nothing and they are building even yet more stuff. The base defense's of course ignore this so you have to manually go and kill every thing that was somehow built there and so on.

Well I said my peace and now I am happy.
Outposts should have you build other buildings first.
