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[Command & Conquer 3 Tiberium Wars Secrets and Tips \(PC\)](#)

How to destroy the Scrin and some other tips

Command & Conquer 3: Tiberium Wars is a real-time strategy video game developed by Electronic Arts Los Angeles for the Windows and Xbox 360 platforms, and is the long-awaited sequel to the 1999 RTS title *Command & Conquer: Tiberian Sun* and its expansion pack *Firestorm* by Westwood Studios. Canonically, it takes place at the advent of and during the "Third Tiberium War", after the Brotherhood of Nod launches an unexpected and worldwide offensive against the Global Defense Initiative, abruptly ending a period of seventeen years of silence and crippling GDI forces everywhere. With the odds tipped in Nod's favor this time, GDI field commanders rally their troops and begin to combat the Brotherhood's second re-emergence, trying to restore lost hope. The game also features the introduction of a new third faction to the Tiberian series of the **Command & Conquer** games, and is the second C&C title in which the player is able to upgrade their forces.

Secrets Play as NOD in Skirmish mode of demo. At the skirmish options menu, hold N and click your army to make NOD a selectable option. To switch back, hold G and click your army to make GDI selectable again. This works with the computer army as well. **Play as the Scrin** To play the secret Scrin campaign, finish both the GDI and Nod campaigns. This will unlock the Scrin campaign of four missions. **Destroy the Scrin** It helps if you accomplish the two bonus objectives simultaneously. I'd recommend sending about 5 mammoths west to take out the Scrin defenses around the Superweapon, followed by a small wave (I used 5, but that was overkill) of engineers in APCs to capture the weapon, then immediately sell it unless you are confident you can defend it, otherwise I wouldn't waste the resources.

Meanwhile, send a commando and at least two mammoths to take out the stealth generators, have the commando blow up one and head back to your base quickly, and send the mammoths to destroy the other generator. At this point, the Scrin usually destroy The Temple of Nod in my game, so you don't have to worry about that. Wait for the Mothership to hit the enemy base, and then immediately destroy it (I used mammoths), and then wipe out all the key structures in the Nod base, but leave them a hand of Nod and a harvester, so that their infantry, which will pose little to no threat to you, can continue to harass the Scrin. You should have an Ion Cannon shot by now, so send about two Firehawks towards the final objective, they will get blown up but reveal the structure for an Ion Cannon Strike. Now you can either proceed with a slaughter of the Scrin bases to the east and west of the objective, or wait for another Ion Cannon Strike. The objective is very well defended, so I just waited it out, since resources are probably low by this point. You can also try capturing the Nod base rather than destroying it, but then you have the Scrin harassing you instead of them, and keeping the other Superweapons may or may not be more trouble than it's worth, depending on how quick you are at putting up defenses, but the enemy air power makes it a hassle. **How to beat Stiletto** I loved this mission, so I want to tell people how I did it, it's easy if you know how to do it and do it good. OK, when you start, get your commando to the middle immediately, before the tripod and wait a bit for the battle to be over then send in an engineer, take the tripod and cloak it with the cloaking device power, now move him to the 3 boxes in the middle south, one will heal him while the 2 others will promote him. You now have a rank 2 stealthed full health tripod, and the hardest part of the mission is to get the tripod rank 3, but I think you can figure out a way. Then, once you get him rank 3, use him to stop the assaulting forces, don't get him in bases to destroy stuff yet, use him to kill the forces that try to take out the construction yards and stuff. After a while there should be some more husks, take them with engineers and get them together to use cloaking device. Now, once you kept doing this for a while, the forces should be very much thinned out, so

get one of the Scrin's aircraft creators and make one of those drone ship thingies, get it to your base and just build up a base and forces, once you have that, it should be a piece of cake doing the rest. **Method 21.** Build up enough saboteurs for all the buildings you need to capture.2. Send the saboteurs to all the buildings and have them stand right next to them.3. Press the planning mode button on the bottom of your UI.4. Give orders to all your saboteurs to capture their buildings.5. Press the planning mode button again to have them all execute their orders.6. You winThe reason this works is that neither side will fire on your units until you attack them first.Superb in-game footage: