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Subject: wewt!

Posted by [Alpha](#) on Mon, 03 Mar 2003 01:10:41 GMT

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I see, I never liked Gamespy - long live ingame launchers I'm glad to contribute to the revolution!

Random newbie questions: Which characters can become invisible? How exactly are buildings affected by the loss of a power plant? Is the flame tank actually efficient at all? Isn't GDI's vehical selection superior to NOD's?

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