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Subject: Re: C&C 3

Posted by [Kanezor](#) on Wed, 19 Apr 2006 01:43:24 GMT

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Just as long as you can see more than four to six buildings of your base at any given time. Oh, and as long as it's not as laggy as Generals. And as long as it still uses WOL (ermm, XWIS), unlike Generals. And as long as it's in the Tiberium universe rather than the Red Alert universe.

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