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Subject: Re: C&C 3 Demo is Out  
Posted by [Jecht](#) on Tue, 27 Feb 2007 02:17:03 GMT  
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I liked the demo. I made a Juggernaut(they may be overpowered, haven't played enough to fully tell though) wall and crushed nod within their own base. Liked the interface, and I liked the mobile base things. Solid fun out of a skirmish. Haven't had that since RA and TS.

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