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

Posted by [Kanezor](#) on Wed, 28 Feb 2007 07:26:56 GMT

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Nukelt15 wrote on Wed, 28 February 2007 01:11 I'd be interested to see how EA justifies the complete omission of walls as a defensive tool.

Simple. EA thinks everyone should go out and rush in 10-minute games.

It's worth noting that 10-minute games are not fun at all.

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