
Subject: Re: CNC tiberian dawn now free from EA
Posted by [Spoony](#) on Tue, 04 Sep 2007 11:40:23 GMT
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Multiplay in C&C was always horribly unbalanced... GDI sucked because the WF was too flimsy, recon bikes would own it. Most top players would hate using GDI for that reason alone. As for Nod, whoever was on the right side of the map automatically won.
