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Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 18 Jan 2008 23:20:28 GMT

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I just think it's kind of ironic that they're criticizing Renegade for not being C&C enough, and yet their game multiplayer mode has no correlation to Command & Conquer except for the fact that you're capturing tiberium spike respawn points.

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