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Subject: Re: C&C Tiberium - FPS Game

Posted by [GEORGE ZIMMER](#) on Tue, 29 Jan 2008 16:05:49 GMT

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That kind of bothers me that they're saying Renegade didn't have much team play. The only team play it didn't have was in multiplayer practice mode, where you couldn't command AI units.

Otherwise, it was a purely player team-oriented game.

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