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Subject: Re: EA AXES TIBERIUM

Posted by [GEORGE ZIMMER](#) on Wed, 01 Oct 2008 06:00:19 GMT

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I for one LOVED the style of it. I'm not one to go crazy over graphics, but the atmosphere and everything was almost exactly what a Tiberian Series game shoulda been. The concept was actually good too- Aslong as you could kill buildings, aswell as capture them, woulda been fine for me (Assuming the only way to capture them was with engineers).

This is really disappointing.

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