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Subject: Re: C&C 4 Coming!!!!

Posted by [GEORGE ZIMMER](#) on Mon, 10 Aug 2009 18:23:03 GMT

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I kinda preferred RA2's method of dealing with multiple production structures. C&C3's just overcomplicated it a bit. Yeah, it's nice to be able to have diversity in what you build, but seeing as how C&C shaped up to be... I dunno, it just felt almost overwhelming.

Then again, that was also C&C3.

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