
Subject: next CNC game?

Posted by [renegay3](#) on Tue, 20 Jan 2004 15:22:15 GMT

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the reason EA makes the level so hard it that people get bored of them.

Here's the logic

If we make the levels challemgng, people will spend lots of their time playing them instead of goining out and buying othere [EA] games....

Lets make the levels piss-easy

How long did it take you to finish the "mind control the president"mission of RA2. My record is just under one minute thirty
