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Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 00:43:48 GMT

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I didn't. It was too slow, the units didn't look right because of the voxel technology, and it didn't live up to the hype.

If they had released it earlier, while looking better and playing better... Yeah, I could see.

That's why I like Red Alert so much, the games were always fast paced.

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