
Subject: C&C_Egypt finished

Posted by [Aircraftkiller](#) on Sun, 28 Mar 2004 09:20:50 GMT

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looooooooooooooooooool

Three defenses? That's REALLY conducive to gameplay! Even better, two Power Plants! And just one Tiberium Refinery and a Construction Facility! :rolleyes:

There goes a few megabytes of bandwidth, right down the drain. Try making something that doesn't suck.

I know it's hard, and you're used to it, but you can try for once.
