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Subject: Unit Balance

Posted by [flyingfox](#) on Mon, 26 Apr 2004 22:09:19 GMT

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AircraftkillerGet the point? I'm not saying anything but having the core gameplay.

I take the point. Although I think what you're trying to say is in one way or another what I was too. "Change what can be changed, keep the focus on gameplay, keep it fun while making it as accurate as possible to C&C."

~g

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