
Subject: C&C Mutation Released

Posted by [Try_lee](#) on Sat, 15 May 2004 23:32:52 GMT

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Titan1x77with a couple of ways in base defenses are usually needed to keep it from being an APC rush fest and a gameover after 15 mins.

Who says that fast gameplay is a bad thing? I'd rather play any game where there's active destruction of the enemy base than ones where people simply pound buildings all game.

Oh, and the Nod powerplant looks fine now. Where did that file come from?
