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Subject: Re: Let's talk about C&C3

Posted by [jnz](#) on Sat, 02 Dec 2006 01:38:19 GMT

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i wouldn't of though "Command and Conquer" would automaticly assume the game has "Nod" and "GDI" in it? You command units such as the "Quad Cannon" (i love this one) and you "Conquer" other players with them.

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