
Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 19:58:06 GMT
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God forbid we actually make it look like a silo, exactly like it was meant to look, without trying to distort the C&C storyline by adding lots of things to it that were never part of it.

Like Reborn does.
