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Subject: Re: C&C Tiberium - FPS Game

Posted by [Herr Surth](#) on Fri, 14 Dec 2007 20:05:42 GMT

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Quote:There wasn't even much strategy to the game, it was all about buildings lots of WF's, lots of vehicles, lots of superweapons and charging at their base. I'll just say you SUCK at Zero Hour, if you think so.

Btw what great strategy do you need in YR?

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