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Subject: Re: New C&C game confirmed!

Posted by [liquidv2](#) on Mon, 08 Nov 2010 04:49:06 GMT

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Dover wrote on Sun, 07 November 2010 20:18I think they explained pretty well why they moved away from the walker nonsense in C&C 3. It didn't look as cool as people claimed it did in TS anyway.

did they then explain why every fucking thing walked in C&C 4?

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