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Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Mon, 30 Sep 2013 17:43:22 GMT

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that's exactly my thought

i played A Path Beyond once or twice in 2006 or 2007, and i bought a rocket guy and ran across the map for 5 to 10 minutes before i found the enemy base

i then proceeded to run through 3 or 4 buildings before i found an enemy

the overall experience was so enjoyable that i never played it again

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