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Subject: balance

Posted by [Anonymous](#) on Tue, 05 Mar 2002 07:38:00 GMT

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Is it just me or does the game seem unbalanced? It seems like Nod always wins by destroying the enemy base. I know it's probably lack of teamwork, defense/offense and stuff like that, but how come GDI seems to always be on the losing end? Does Nod promote individual tactics more?

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