
Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by [R315r4z0r](#) on Sun, 04 Jun 2006 17:18:02 GMT
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Yes, but don't you think that it would be a bit "unfair" that way? There should be a way to tell the difference from a normal Tree from a mirage. Something like the stealth effect in renegade, you can't see anything from far away, but when you get up close, it is rather obvious.
