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Subject: Suggestions and ideas for Tiberium Evolution

Posted by [Infinint](#) on Thu, 31 Jul 2003 12:10:15 GMT

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all new buildings and more then one super wepos like 500\$ ones that distroy it half way and 2000\$ that do spreding damige like a nuke thats areally a nuke and disroys half the base but has like a 1 minet time between being diployed and the nuke hitting

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