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Subject: Re: Why do people hate EA?

Posted by [R315r4z0r](#) on Thu, 17 Dec 2009 03:46:35 GMT

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I would of still called it C&C. Because you are still "commanding" units and "conquering" your enemies.

However, I wouldn't made it in the Tiberium universe.

It would have been better suited in the Generals universe, or more over a new ip.

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