Subject: Re: Command and Conquer under Victory Games Studios
Posted by Omar007 on Wed, 23 Feb 2011 16:40:22 GMT
View Forum Message <> Reply to Message

grant89uk wrote on Wed, 23 February 2011 16:47IF they really want to try and get back to the best it would need to be more like RA2/YR for me.
In case of a Tiberium universe game, I'd like to see it more like TS