
Subject: C&C_Egypt

Posted by [xpontius](#) on Mon, 29 Mar 2004 17:16:30 GMT

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I played it last night, I found it, ...worthy

I especially like how you can drive a recon right up to the agt and if done right you can hide under it.

Only things I noticed was that the agts fired half way across the map to hit my apache (if thats what the armor is for)

The symbols on the walls dont look to egypt-like, more like central South American

Other than that its a good one gj.
