
Subject: ACK goes C&C3

Posted by [Goztow](#) on Thu, 15 Mar 2007 14:17:28 GMT

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I thought I'd share this with you all:

<http://forums.ea.com/mboards/thread.jspa?threadID=194830&tstart=0>

Subject: Re: ACK goes C&C3

Posted by [Ryu](#) on Thu, 15 Mar 2007 15:14:30 GMT

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Dum Dum DUMM!!!

Subject: Re: ACK goes C&C3

Posted by [Carrierll](#) on Thu, 15 Mar 2007 17:27:55 GMT

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I DESLIKE YOU!

Subject: Re: ACK goes C&C3

Posted by [IronWarrior](#) on Thu, 15 Mar 2007 18:18:21 GMT

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LOL

Subject: Re: ACK goes C&C3

Posted by [Jecht](#) on Thu, 15 Mar 2007 20:59:02 GMT

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I can't believe people argue over that crap.

Subject: Re: ACK goes C&C3

Posted by [Jerad2142](#) on Wed, 21 Mar 2007 05:25:56 GMT

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In C&C3 its GLA not Nod.

Subject: Re: ACK goes C&C3
Posted by [Canadacdn](#) on Wed, 21 Mar 2007 05:32:15 GMT
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....? Huh?

Subject: Re: ACK goes C&C3
Posted by [Jerad2142](#) on Wed, 21 Mar 2007 05:41:50 GMT
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Built off the Generals engine and has terrorists.

Subject: Re: ACK goes C&C3
Posted by [Crusader](#) on Wed, 21 Mar 2007 13:22:50 GMT
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Subject: Re: ACK goes C&C3
Posted by [warranto](#) on Wed, 21 Mar 2007 14:27:56 GMT
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Heh, just be glad they didn't add a tiberium-liquid spraying tractor.

edit: But if they did, you could always upgrade to a blue tiberium based weapon that coated units in an explosive substance that caused a chain reaction when hit with an explosive!

Subject: Re: ACK goes C&C3
Posted by [Jerad2142](#) on Thu, 22 Mar 2007 03:45:37 GMT
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IronBalls wrote on Wed, 21 March 2007 07:22Jerad Gray wrote on Wed, 21 March 2007 01:41Built off the Generals engine and has terrorists.

Well said! I can't believe EA scum screwed up my favorite army.
Stealth Generator can't cloak itself, that makes you base really hard to find. So I guess Nod actually forgot how to cloak their buildings.
Thanks for an additional improvement EA.

Subject: Re: ACK goes C&C3

Posted by [Creed3020](#) on Thu, 22 Mar 2007 17:57:57 GMT

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I didn't notice an ACK in that thread. Did he change his name? or enlist into the C&C Witness Relocation program to change his identify?

Subject: Re: ACK goes C&C3

Posted by [Dave Anderson](#) on Thu, 22 Mar 2007 21:13:23 GMT

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He meant "ACK goes C&C 3" by the fact that the person who posted the topic acts like Aircraftkiller.

Subject: Re: ACK goes C&C3

Posted by [trooprm02](#) on Thu, 22 Mar 2007 22:10:57 GMT

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ROFL, thats good stuff

Subject: Re: ACK goes C&C3

Posted by [z310](#) on Fri, 23 Mar 2007 00:25:55 GMT

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Oh my!

Subject: Re: ACK goes C&C3

Posted by [nopol10](#) on Fri, 23 Mar 2007 12:29:22 GMT

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YAY!
