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Subject: C&C\_Ruins \*\*V.3 Relased\*\* !

Posted by [Anonymous](#) on Thu, 05 Sep 2002 00:14:00 GMT

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Okay, I managed to get the nod harvester working and the Nod conyard PCTs are up. I just need to do one more run through to make sure everything is in playable condition and I'll be ready to release my frist virsion of C&C\_Ruins! Triforce

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