

---

Subject: C&C FarCry Update - Playtest went though  
Posted by [Dante](#) on Mon, 26 Jun 2006 07:34:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So we spent a good 3 hours today going through playtesting the current build.

We have quite a bit of data collected and have already started working on the initial bug list and feature modifications.

I will post up some screenies tomorrow.

~Dante

Sneak peak attached, purchase terminal in game and working (WIP Design)

---

### File Attachments

1) [pt.jpg](#), downloaded 1062 times



### Purchase Terminal - Alpha

No time  
Credits



**Basic Infantry**  
Cost: 100




**Engineer**  
Cost: 100



**Close Infantry**  
Cost: 250



**Sniper Infantry**  
Cost: 500



**Heavy Infantry**  
Cost: 1000



**Buggy**  
Cost: 250



**FWD Vehicle**  
Cost: 500



**Forklift**  
Cost: 0



**Reload**  
Cost: 0

