
Subject: Re: C&C FarCry Update - Playtest went though
Posted by [Aircraftkiller](#) on Sun, 16 Jul 2006 09:23:07 GMT
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You mean upwards of 30 levels released for this dead game? Plus the years of work put into something that did suck, and continues to suck, but stands as the only true successful total conversion in C&C's history to date?

mk, I guess you make sense if you discount that and a bunch of other shit I didn't feel like mentioning.
