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Subject: Re: C&C FarCry Update - Playtest went though

Posted by [vloktboky](#) on Sun, 16 Jul 2006 09:43:30 GMT

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Why am I getting the impression that some of you are inventing some form of imaginary competition here? Guys, knock off this tomfoolery. Past contributions, personal successes, and egos need not apply in this topic.

If there is anyone out there who does not trust us and believes we are pulling their leg with this project or any of our other projects, then there is not much we can do about that. However, how you may feel - and what you think you may know - do not change the scope of this reality. We're still going to make C&C FarCry, C&C: The Dead 6, and any other future projects for you. I for one am fully dedicated towards entertaining you. After all, I have made it my career to do such.

I spend forty hours of the week attending classes and advancing my career. I spend another fifteen to twenty hours on average doing work that pertains to said classes. I then spend another twenty hours on average on C&C FarCry, mostly on my weekends. If that's not dedication, I don't know what is. And if you are incapable of believing me or the hard work and time I have sacrificed for this game, whose sole intention is to entertain you, then again, I can't do anything about that. But in the end, I'm still going to see to it that this game is completed and handed to you. That's what I've dedicated my life towards.

And yes, this includes you as well, Aircraftkiller. You may criticize my work, my habits, my dedication, my team, my career, and even myself. But in the end, I'll still toil deep into the night only for the hope that I can manage to entertain you, even for the slightest bit of time. If you don't want that, or if you don't like that, then I implore you: please, for just this once, let us be.

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