
Subject: Re: Command & Crysis: The Dead Six
Posted by [KIRBY-098](#) on Tue, 14 Aug 2007 21:51:54 GMT
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Agreed. I replay single player missions long after multiplayer takes a nosedive. Probably a bit of programming from the days when c&c came out and there was no multiplayer at all.

Y'know. Back when "Pentium" was a new word, and video cards were nonexistent.....

I would spend hours trying to get that Nod strike force to the base intact before the GDI med caught up.....
