Subject: Re: Command & Crysis: The Dead Six
Posted by warranto on Tue, 31 Jul 2007 14:30:45 GMT
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Majiin Vegeta wrote on Sat, 21 July 2007 10:46i've been out of the loop but are you changing engines again and still not finished with the project?

i wish you luck and i STILL look forward to seeing your work
i remember when you first mentioned moving to that farcry engine
(i think) was years ago

Hey, if Duke Nukem can do it, why not Dead 6?