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Subject: Re: C&C Tiberium Crystal War: Renegade Conversion

Posted by [iRANian](#) on Tue, 14 Jun 2011 00:06:15 GMT

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I'd be interested in seeing how it is implemented (maybe with automatic repairing of buildings) but yeah I see why people are skeptical about it.

You guys have been progressing quickly btw. Can't wait to play it.

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