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Subject: Re: C&C FarCry  
Posted by [Dante](#) on Wed, 21 Jun 2006 06:01:51 GMT  
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dbl post ftw...

new shots added up with a bit brighter interface, as well as showing the building health indicator (to be changed)

[http://www.renevo.com/cncfc/mapshots/valley\\_night/dante/FarCry0000.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0000.jpg)  
[http://www.renevo.com/cncfc/mapshots/valley\\_night/dante/FarCry0001.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0001.jpg)  
[http://www.renevo.com/cncfc/mapshots/valley\\_night/dante/FarCry0002.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0002.jpg)  
[http://www.renevo.com/cncfc/mapshots/valley\\_night/dante/FarCry0003.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0003.jpg)  
[http://www.renevo.com/cncfc/mapshots/valley\\_night/dante/FarCry0004.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0004.jpg)  
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[http://www.renevo.com/cncfc/mapshots/valley\\_night/dante/FarCry0006.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0006.jpg)  
[http://www.renevo.com/cncfc/mapshots/valley\\_night/dante/FarCry0007.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0007.jpg)

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