
Subject: Tiberium Evolution

Posted by [Imdgr8one](#) on Tue, 24 Jun 2003 23:44:13 GMT

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It doesn't matter how crappy it was. It was the first mod with functional new units, all with new maps. It went through 14 versions, all of them being PLAYED. This is the only mod so far to do this I can remember(not for long).....it was histroy no matter how horrible it was.
