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Subject: Re: TiberiumFPS review

Posted by [R315r4z0r](#) on Sun, 27 Jan 2008 04:55:02 GMT

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I can tell that the game is still a WIP.

Just by watching the in game footage I noticed a lot of bugs. (Like some bland textures, drop shops clipping into some buildings in the urban area. Not to mention that the animation for the Titan being destroyed and the emitter following it didn't look too hot.)

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