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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Bfranx](#) on Thu, 10 Apr 2014 00:32:59 GMT  
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liquidv2 wrote on Wed, 09 April 2014 17:08 what is this for again?

Originally, this was going to be a mod for Renegade on the W3D engine, but then we decided to become a standalone game on the Unreal Engine. I thought it would help avoid forum clutter if I just kept this all on the same thread instead of making a new one.

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