
Subject: Re: Tiberian Dawn: The First Strike
Posted by [liquidv2](#) on Sat, 21 Jun 2014 19:44:11 GMT
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the game has no foundation
after years and years of construction, all you've done is draw up structural ideas and blueprints
without actually making anything
so technically, since nothing has been made there's really nothing to lose

that's why we're so puzzled - you don't seem to realize it lol
