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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Bfranx](#) on Sun, 22 Jun 2014 01:53:52 GMT  
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liquidv2 wrote on Sat, 21 June 2014 12:44the 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

I do know that it doesn't have a foundation, I acknowledged that and explained it a couple of posts ago.

But as it stands right now I have several assets nearing completion and I want to see if they can do anything to help the situation.

UnitXc wrote on Sat, 21 June 2014 15:40this thread is one of the saddest ive seen for a long time

I'm sorry you feel that way.

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