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Subject: Full 3d game in 96k

Posted by [Sanada78](#) on Thu, 22 Apr 2004 16:24:52 GMT

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This game is amazing, I wasn't expecting it to be a full blown level that goes on for about 10 minutes (depending on how fast you go through it).

No wonder it uses loads of resources, just look at it.

I will agree with PiMuRho that everything is made during the runtime process. Maybe that's why it uses almost 300 MB of RAM.

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