

FFUR '85 (2008 Edition)



I'm pleased to announce you the release of the new FFUR '85 (2008 Edition), which is completely based on the same theme than the original game (*Cold War Crisis*).

I have already said that many times but I'm afraid this time this pack is really going to be the last FFUR release for Operation Flashpoint. Therefore, a lot of efforts have been spent in order to make it very stable and unique, featuring several additions and enhancements, not only in terms of realism, but in terms of immersion and game-play as well (As with the implementation of an improved version of SLX 1.1).

This pack has been carried out with the aim to respect the original game's feeling (Consequently, some aspects have not been modified: Music and a large part of UI elements).

This new edition has been created from scratch, it means that no element from the first '85 pack (2005 Edition) has been used for this new version, moreover it includes more features and more models than any of the previous FFUR packs (Large Selection of Vehicles and Aircrafts, Ability to establish MG position for Machine-Gunners with the Action-Menu; Artillery System but with the ability to carry out only 1 call, which makes missions more challenging... and much more).

I sincerely hope you will enjoy this new release, as it will probably bring some of you back to the good old days. ;]

ThunderBird 34 (FFUR MOD Leader, Coder and Designer).

WWW.FFUR.NET