
Subject: ya em,,
Posted by [bigejoe14](#) on Sun, 15 Aug 2004 17:28:15 GMT
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Medal of Honor: Allied Assault = Quake 3 Engine
Americas Army = Unreal Engine
Renegade Alert = Renegade Engine
Counter-Strike = Half-Life Engine

Just because a stand alone game uses the same technology as another dosen't automatically make it a modification.
