
Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by [YSLMuffins](#) on Sat, 03 Jun 2006 02:27:20 GMT
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God damn. I've forgotten how fast things can balloon needlessly. And how fast I can clear it away.

I have to admit though--I've seen a lot of RA2 modifications start up over the years. But let's keep this thread for its intended purpose.
