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Subject: Re: Red Alert 2: Apocalypse Rising Update

Posted by [Zion](#) on Tue, 06 Jun 2006 21:41:06 GMT

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you know, i actually agree with ACK. its not that i dont think its not good, its that its not that angular. in other words, bits here and there dont stick out like they do with the concept and i dissise the rear of it. it lookes like a really big ass, its too rounded...

forgove my spelling, i wasnt all that good in english lit.

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