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Subject: Re: Red Alert 2: Apocalypse Rising Update  
Posted by [OWA](#) on Thu, 29 Jun 2006 18:49:49 GMT  
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Renardin stated on Thu, 29 June 2006 16:47It would look completely bad I think.

We shall have to test this to see if it looks and functions ok. Otherwise the barrels are out.

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