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Subject: Re: Help Wanted - Renegade 1942

Posted by [Chronojam](#) on Mon, 07 Jan 2008 08:37:01 GMT

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No offense but this is really rather stupid. It's like remaking Halo 3 by modding Bioshock. You lose a lot and gain nothing other than the unique aspects of each original game.

Why was this considered a good idea?

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