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Subject: Re: Roleplay 2 Progress

Posted by [Canadacd](#)n on Tue, 15 Jan 2008 21:55:48 GMT

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MathK1LL wrote on Tue, 15 January 2008 14:33Yea, it looks great, but will the 0-bug prob be fixed? lol

~MathK1LL

Yes.

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