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Subject: Re: Roleplay2 Question

Posted by [Dover](#) on Wed, 16 Jan 2008 02:42:04 GMT

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RP1 was big, size-wise, but since there were only like two or three main areas, most of it was wasted space.

I mean, the map had a good concept, and it laid the foundation for RP2, but driving sedans at ridiculously high speeds off of cliffs gets old quick.

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