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Subject: Re: EA AXES TIBERIUM

Posted by [Aircraftkiller](#) on Tue, 30 Sep 2008 21:30:09 GMT

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Goztow wrote on Tue, 30 September 2008 16:55 They realized they couldn't make it renegade standards, gameplay wise!

Yep, all those broken gameplay mechanics that took everyone else but WS to fix, and is still being debated... That gameplay sure is great!

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