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Subject: Re: how does ea talk about renegade?

Posted by [StealthEye](#) on Thu, 18 Dec 2008 11:48:49 GMT

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What I meant was that they probably tried it, saw that it did not work as expected for whatever reason (lag, gameplay, bugged, ...) and removed it again, hence it wasn't intended to be in the final version.

But both your points are very valid regardless of whether they intended it.

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