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Subject: Re: Mirror's Edge

Posted by [RTsa](#) on Tue, 20 Jan 2009 15:19:08 GMT

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R315r4z0r wrote on Tue, 20 January 2009 10:04 For one thing, he doesn't even describe the game correctly. You aren't even carrying a bag around at all during the actual game's plot. So there is no "mystery" of what exactly you are carrying because you aren't carrying anything.. True, though that's what the runners are for anyway, even if you don't necessarily deliver bags all the time.

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