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Subject: Re: Red Alert: FPS

Posted by [OWA](#) on Thu, 03 Oct 2013 22:35:21 GMT

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zunnie wrote on Thu, 03 October 2013 09:37Let's forget for a moment that Counter Strike started this way too

If you want to go with the Counter Strike analogy, then it's already been made on this engine in the form of APB.

RA:FPS is simply a clone because it's on the same engine and the idea is not original.

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