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Subject: Re: how would renegade be different...?  
Posted by [codemancq](#) on Wed, 23 Aug 2006 17:40:43 GMT  
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I don't know about EA anymore. This is all it seems like they do:

"O wow, lets make an awesome game with billions of glitches, then 2 months later, we will release a patch that fucks up the game even more!"

Since EA dropped Renegade, BHS is doing that job for us. Hooray them.

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