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Subject: Re: Version Number?

Posted by [MGamer](#) on Wed, 22 Oct 2008 06:36:23 GMT

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Ghostshaw wrote on Tue, 21 October 2008 16:55 They probably don't have the resources to do that, so I highly doubt it, besides adding DRM to a game without modifying the source and not breaking scripts.dll would be damn near impossible.

:D

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