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Subject: Call of Duty

Posted by [SuperFlyingEngi](#) on Sun, 04 Jan 2004 22:46:03 GMT

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Ya...linear FPSs turn into

Get-From-Point-A-To-Point-B-All-The-While-Killing-Moving-Enemy-Like-Things-And-Sometimes-Protecting-A-Tank/Soldier-With-Crappy-AI. I refer to these games as GFPATPBATWKMELTASPATWCA.

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