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Subject: Re: Version Number?

Posted by [Jamie or NuneGa](#) on Wed, 22 Oct 2008 17:09:09 GMT

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Ghostshaw wrote on Tue, 21 October 2008 22:55 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.

its was a joke my man, poking fun at the way ea functions.

really need a sarcasm emoticon on this site.

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