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In a 2012 interview, Alavi said he had three goals while working on "No Russian": "Sell why Russia would attack the U.S., make the player have an emotional connection to the bad guy Makarov, and do that in a memorable and engaging way". Alavi drew inspiration from news articles and films, and did not interview victims ...

[No Russian - Wikipedia](#) : en.wikipedia : No-Russian

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[No Russian | Call of Duty Headquarters Wiki - Fandom](#) : wiki : No-Russian

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If you are talking about truly random numbers, then there is no pattern created over time. In other words, no matter how many random numbers you generate, there is no way to determine what the next random number is. This is actually the definition of what a