
Subject: ya em,,
Posted by [Fabian](#) on Sun, 15 Aug 2004 12:15:50 GMT
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Wow. Okay, you people can live in your fantasy land and continue thinking that RenAlert is a seperate game.

Planet Half-LifeFirst released to the public on June 18th, 1999, Counter-Strike started out as just another fan-produced mod for Half-Life. But thanks to a series of steadily improving beta releases, the mod started to grow a very strong and dedicated following. As the team-oriented, tactical gameplay was refined and improved and new concepts and maps were introduced, Counter-Strike became less and less of a mere Half-Life mod and transformed into a whole new game.

Ack, you're dreaming if you think RenAlert can live up to CS, or if you think RenAlert deserves to be called a seperate game. Get over yourself :rolleyes: .
