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Subject: Re: !forcerg

Posted by [Dethdeath](#) on Thu, 16 Jun 2005 10:59:28 GMT

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Goztow wrote on Thu, 16 June 2005 03:05 Like forceRG on a serial hash... could be a good idea! That would only work on Gamespy, the best you can do for someone on WOL who's not running RenGuard is storing their ip address.

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