
Subject: Re: Newest project from Blackhand Studios
Posted by [Deathgod](#) on Fri, 21 Oct 2005 22:18:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd say it was an undefined amount between 1 and 100, depending on the idiocy quotient of the other team. These numbers of course have no rational association to a measurable level of difficulty.
