Subject: Re: Renegade 2007 Community Game
Posted by [NE]Fobby[GEN] on Fri, 20 Jul 2007 16:54:34 GMT

Yeah man those games were kickass.

And I doubt we'll get anywhere near 100 players. The only reason why it'll be set so high is so the server doesn't get full. I've had a lot of problems with events like these, where my friends can't even get into the server.