
Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [Zion](#) on Wed, 29 Aug 2007 23:18:08 GMT
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I lol'd at some of the quotes:

"Your hand doesn't go through the wall like most other games"

"Collisions are awesome"

"Graphics are great"

Then again, they were all probably true back then. We're still comparing this game to stuff on the source engine and whatnot, which is pretty good of itself if we are, and with all the new stuff being developed for it pretty soon it'll be able to rival the source engine.
