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Subject: Re: Reborn Infantry Beta  
Posted by [Goztow](#) on Wed, 27 Feb 2008 08:37:52 GMT  
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Apoligies, the ping did go down afterwards to around 200-260 (which is still quite bad but playable).

The reason for my intervention here is that MP-gaming was the only reborn server available at that moment and it was acting up very badly. I'm happy that these things got solved.

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