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Subject: Re: sticking to walls

Posted by [u6795](#) on Tue, 09 Sep 2008 21:40:41 GMT

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Except the thing is a lot of games make you lead your shots on purpose. It's called physics.

Renegade has INSTA-DEATH upon clicking due to it being an arcadey game and I don't think they intended it to be like that.

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