Subject: Re: Renegade X - Pre-Release Update!
Posted by Goztow on Mon, 07 Sep 2009 20:58:48 GMT
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Actually I was very excited about the mod. I still am. I'm just trying to point out what seem to be flaws in my eyes and in the eyes of many. Obviously we haven't play ren-x, so we're basing our assumptions on how renegade works.

I don't expect that many people to play ren-x. Dividing that small number of players into servers with different mutators just seems wrong to me.