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Subject: Re: Skins question

Posted by [GEORGE ZIMMER](#) on Sun, 11 Oct 2009 09:39:59 GMT

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It's less of ren's graphics and moreso its buggy physics (no, not physics that apply to the vehicle the Nod Buggy), pretty bad netcode, difficult to get used to (read: isn't retardedly easy) gameplay, and somewhat lackluster features (which, there'd have been very many if Westwood had finished the game) that push people away from Renegade.

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