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Subject: Re: BHS Ladder

Posted by [Starbuzz](#) on Fri, 29 Oct 2010 20:19:51 GMT

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C'mon now liquid! Renegade is alive and kicking because the remaining players can't get enough of it no matter how hard and long they play.

No matter how many times I swoop down and squish some Havoc or kill a sneaking Hotwire with an Apache (75 times yesterday in 1 game lol), I still am left unsatisfied and so am going to play again now! This is why this game is hard to leave!!!! It is a addictive formula that appeals to many.

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