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Subject: Re: Map rating

Posted by [liquidv2](#) on Wed, 19 Oct 2011 10:02:42 GMT

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if you're clever you can still curve rockets even with the rotating mrls

just sayin

and to goztow, it's easier to say a game is balanced when dealing with less people - the trouble is ren wasn't designed for such small games, and my issue is trying to balance the larger ones

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