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Subject: Re: Jelly/RenForums vs. st0rm

Posted by [EvilWhiteDragon](#) on Sat, 19 Nov 2011 02:27:33 GMT

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liquidv2 wrote on Fri, 18 November 2011 18:58why not just fix all deadzones and altitude glitches infinite ammo, it's neat and still a new-ish concept in ren what if volt auto rifles shot 50% further than they do currently? They are all fixed. If you play on a TT server that is

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