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Subject: Re: time limit and BRenBot

Posted by [danpaul88](#) on Tue, 17 Apr 2012 22:26:58 GMT

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Isn't the whole point of a marathon server not to have time limits? I don't tend to play in such servers because they always seem to result in a stalemate so maybe I am missing something?

Just asking because it seems an odd thing to do.

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