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Subject: Re: RenegadeX

Posted by [liquidv2](#) on Thu, 12 Dec 2013 12:08:25 GMT

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the thinking here, EWD, is that a balanced game will have more longevity than an unbalanced one (whether it's competitive players or casual players playing it)

the best way to get to the bottom of things is by unleashing the try-hards on it

you seem to be struggling with this concept, or just really aren't able to grasp it in the first place

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