Subject: Thank you to the Renguard team Posted by patonite on Sat, 01 May 2004 02:52:47 GMT View Forum Message <> Reply to Message

I wanted to thank the team and all the effort that has gone behind the making of Renguared.

This is a selfless unrewarded (the only reward is your self satisfaction that you took something that was broke and you made it better) effort and yet you folks have managed to spend a part of your lives to better the Renegade community, make the game more enjoyable and poke the cheaters in the eye at the same time.

My hat is off to all involved, and my thanks.

I installed the first version that was public it ran perfectly, today I ran Renegade and it updated me flawlessly to the newest version.

As I have not been able to play any games for the past couple of months, the prospect of playing a cheat free game one that you don't have to chase and kick cheaters down but instead enjoy the game, became a very attractive one.

So thanks again to you folks, we can enjoy Rebnegade again!

Subject: Thank you to the Renguard team Posted by Blazer on Sat, 01 May 2004 07:51:19 GMT View Forum Message <> Reply to Message

Any time! Just barbeque some more ribs

Subject: Thank you to the Renguard team Posted by Ziasod on Sat, 01 May 2004 09:52:12 GMT View Forum Message <> Reply to Message

i will drink a beer for renguard :twisted:

Subject: Thank you to the Renguard team Posted by zunnie on Sat, 01 May 2004 10:04:23 GMT View Forum Message <> Reply to Message

reserve a coffee for me !!!

Im GoinG iN!

[zunnie]

Round of applause for Blackhand Studio's W000000T NICE 1 GUYS!!!!!!!!!!!!

Subject: Thank you to the Renguard team Posted by Founder of YASA on Sat, 01 May 2004 17:59:23 GMT View Forum Message <> Reply to Message

BlazerAny time! Just barbeque some more ribs

lol Balzer I know what you are thinking

Subject: Thank you to the Renguard team Posted by frijud on Mon, 03 May 2004 03:50:47 GMT View Forum Message <> Reply to Message

I agree with Pat, Great JOB!!!

I ran the 1.03 beta and it ran perfectly! I haven't been able to run RG since 1.00 as 1.01 and 1.02 crashed my system, however the RG team hung in there and looks to put out a solid product. Great job.

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