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Subject: Ranksystem. crimson can help?

Posted by [Di3HardNL](#) on Mon, 25 Dec 2006 21:16:18 GMT

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I readed through a link via non00bs-forums.ren-archive.com that you told that the ranks will come back. But i got a question about it, will it only be the beta on the website, or does it come back IN-game to ? Like the wol-ranks?

Sorry, but I wasn't planning to read all topics on this christmas evening, so i just made it short and posted topic.

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Subject: Re: Ranksystem. crimson can help?

Posted by [Dethdeath](#) on Mon, 25 Dec 2006 23:14:11 GMT

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Yes, eventually they will.

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Subject: Re: Ranksystem. crimson can help?

Posted by [Crimson](#) on Mon, 25 Dec 2006 23:20:51 GMT

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As said above... yes. We have the necessary information to get that part of the ladder working too.

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Subject: Re: Ranksystem. crimson can help?

Posted by [Di3HardNL](#) on Tue, 26 Dec 2006 11:02:23 GMT

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Sweet! thnx , i already see renegade is reborning

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Subject: Re: Ranksystem. crimson can help?

Posted by [Di3HardNL](#) on Mon, 01 Jan 2007 18:49:57 GMT

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Sorry for bumping this old topic but when do you think this is really gonna happen??

thnx  
Di3,

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Subject: Re: Ranksystem. crimson can help?

Posted by [Canadacd](#)n on Mon, 01 Jan 2007 22:23:08 GMT

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Never. Word of revolutionary new improvements spread, and nothing ever happens.

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Subject: Re: Ranksystem. crimson can help?  
Posted by [Crimson](#) on Mon, 01 Jan 2007 23:05:33 GMT

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Sorry, Silent Kane likes to randomly lose interest in a project mere moments before it's completed. I'm working on him.

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Subject: Re: Ranksystem. crimson can help?  
Posted by [Carrierll](#) on Tue, 02 Jan 2007 11:21:00 GMT

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That could be a problem... please finish it SK.

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Subject: Re: Ranksystem. crimson can help?  
Posted by [Di3HardNL](#) on Tue, 02 Jan 2007 12:37:43 GMT

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ok i guess i'll just wait untill its finished

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Subject: Re: Ranksystem. crimson can help?  
Posted by [Zion](#) on Tue, 02 Jan 2007 14:08:14 GMT

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Crimson wrote on Mon, 01 January 2007 23:05Sorry, Silent Kane likes to randomly lose interest in a project mere moments before it's completed. I'm working on him.

Never knew Silent Kane was mechanical. Good luck with fixing him, that one serious bug if he loses interest in projects just before they've been completed...

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Subject: Re: Ranksystem. crimson can help?  
Posted by [U927](#) on Tue, 02 Jan 2007 16:25:03 GMT

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Merovingian wrote on Tue, 02 January 2007 09:08Crimson wrote on Mon, 01 January 2007 23:05Sorry, Silent Kane likes to randomly lose interest in a project mere moments before it's

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completed. I'm working on him.

Never knew Silent Kane was mechanical. Good luck with fixing him, that one serious bug if he loses interest in projects just before they've been completed...

He's German, they're ALL machines.

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