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Subject: Re: Renalert Question

Posted by [Chronojam](#) on Sat, 09 Jul 2005 05:52:28 GMT

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You want a game? Read the details posted in the stickies on our forum so you're up to date, and then propose a game. Hint, hint, pick a weekend event, like a Saturday-Sunday thing or a Friday-Saturday event, for about 6 hours to get some good international participation. Then, people see it and will go. Post in the off-topic of the main section if you want people to see it.

That's how we end up with 24 player weekend games. And they kick ass. Even with 12 people, they kick ass, since 4 rifle soldiers can take a base down unchecked.

Edit: If you hate waits, come run to our IRC channel and see how many people are there. If there's about 20 people, then at least half of them have the game installed and ready. Whether or not they'll be available for a long game is another story, but worth a shot if you wouldn't mind a 4 or 6 player.

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