
Subject: Re: Be-A-Renegade 2002 US Tour

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 31 Aug 2007 21:24:08 GMT

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Yup, same here. That demo was just awesome, but I remember the problems:

- Teamkill if you headshot with a sniper
 - So hard to get into vehicles
 - Vehicles were not reserved, so you can steal them as soon as they're built
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