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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [jnz](#) on Tue, 26 Feb 2008 08:08:20 GMT

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It's all pretty but as i recall, you get shot by the obelisk/agt on hour glass if you move too close to the other side of the hill.

I hate the bases are only temporary.

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