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Subject: Re: Design of a new, free renegade-like game  
Posted by [Goztow](#) on Mon, 09 Aug 2010 07:00:06 GMT  
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I might add more, but here's two already.

- \* The two sides are totally different, yet 100 % balanced without paper - scissor - rock (at least for tanking)
  - \* You can have fun games with 2v2 up to 15v15 on the same maps
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