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Subject: NoN00bs.net Renalert Server

Posted by [spoonyrat](#) on Wed, 23 Jun 2004 20:10:44 GMT

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There is one major difference: No crates are allowed at all. Aside from the glitch in the spawning logic, I don't think mechanics and spies should have shock rifles.

Other than that the rules are pretty much the same, e.g. glitching the coil and bumping the ore trucks.

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