
Subject: Why this game Owns.

Posted by [lmdgr8one](#) on Tue, 03 Jun 2003 17:57:42 GMT

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I will admit. I was on the verge of just leaving renegade. I decided to get on (since my bro is #8 on the ladder now, and was getting on to play), and I came across a 126 player server. I laughed and went in. Played one game with around 32 people, lagged pretty bad, but stayed. When the people started pouring in on Under, we had around 90-100. I walked in with about 20 minutes left on GDI. We were down 3k. Mammies were everywhere, but we had the field. after a while all it was was infantry wars basically. WE got back in the lead. The game was back and forth. The game was TIED at a point. In the last 4 minutes, the largest lead was 200 points. and with 30 seconds left, CONNECTION TO SERVER BROKEN.

I terded my pants. This game is amazing.

LONG LIVE RENNY

ALL N00B MAMMY DRIVERS MUST DIE

BTW- Lurker where the hell were you

Subject: Why this game Owns.

Posted by [frijud](#) on Tue, 03 Jun 2003 19:09:19 GMT

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Whereas I have never been in a server that large. This game is a total blast when you get in a good game! I agree....long live Renegade!!!

Subject: Why this game Owns.

Posted by [-Tech-](#) on Tue, 03 Jun 2003 20:19:21 GMT

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I hate small games. Everyone just runs off, no one defends and we get waxed. That's why I love BIG games, although I have yet to see one bigger than 40 players on GSA.

BTW: How do you change the number of players you can host in a server? It automatically detects 4 is my capability and won't let me go any higher, although I have a decent system and Cable internet.

Subject: Why this game Owns.

Posted by [K9Trooper](#) on Tue, 03 Jun 2003 20:45:26 GMT

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-Tech-I hate small games. Everyone just runs off, no one defends and we get waxed. That's why I love BIG games, although I have yet to see one bigger than 40 players on GSA.

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Cable internet.

Go in to your FDS settings and change it manually.

Subject: Why this game Owns.

Posted by [Homey](#) on Tue, 03 Jun 2003 20:57:31 GMT

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K9Trooper-Tech-I hate small games. Everyone just runs off, no one defends and we get waxed. That's why I love BIG games, although I have yet to see one bigger than 40 players on GSA.

BTW: How do you change the number of players you can host in a server? It automatically detects 4 is my capability and won't let me go any higher, although I have a decent system and Cable internet.

Go in to your FDS settings and change it manually.

he means undedicated, go into my info make make it lan/t1

You can host 32 then but thats it.

Subject: Why this game Owns.

Posted by [OrcaPilot26](#) on Tue, 03 Jun 2003 21:24:08 GMT

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-Tech-I hate small games. Everyone just runs off, no one defends and we get waxed.

Either that or everyone's repairing the base and nobody actually attacks the enemy.

Subject: Re: Why this game Owns.

Posted by [Xtrm2Matt](#) on Tue, 03 Jun 2003 21:37:32 GMT

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BTW- Lurker where the hell were you

I believe your refering to the game before i joined that server
When it crashed, next map was Field

Subject: Why this game Owns.
Posted by [lmdgr8one](#) on Tue, 03 Jun 2003 22:11:53 GMT
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yea I saw you and crimmy in that server.

Subject: Why this game Owns.
Posted by [maytridy](#) on Thu, 05 Jun 2003 21:26:28 GMT
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Long live Renegade!

Subject: Why this game Owns.
Posted by [kopaka649](#) on Fri, 06 Jun 2003 02:06:44 GMT
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yea. once i joined one of those servers but it lagged so bad that i got disconnected in around 5 minues. during which the host kepty telling us about how he made his cable modem go at t1 speed.

Subject: Why this game Owns.
Posted by [kawolsky](#) on Sat, 07 Jun 2003 21:48:25 GMT
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7h15 g4m3 0wn35 c0z 1 pl4y 17!!!!1111
