Subject: Re: had a thought: "Community League"
Posted by Titan1x77 on Sat, 17 Mar 2007 04:27:48 GMT
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Great idea, Although im not sure if we (the Renegade 2007 dev team) are large enough to compete with other "large" community's, Im thinking out of the 20 or so members we have about 15 are active and out of those 15 only about 10 or so on any given day could make it for the game.

I had the idea of us setting up an organized 10vs10 or so with several of the community's that are active... just as a fun match, also to chat with some of the community about our project and get to know us a bit more all while having fun with good match of Renegade.

But like I said on any given day im assuming only 10 or so of us will be able to make it.