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Subject: Re: Medal of Honor open beta

Posted by [nopol10](#) on Wed, 23 Jun 2010 02:16:50 GMT

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What I mean is that Renegade's relatively slow gameplay inadvertently encourages people to talk to others ingame and that is how many people got engaged with different communities. I'm fully aware that betas are meant to dig out problems in the game and the problem of chat screwing up for some reason after you type for the first time IS a problem. On the socialising bit I'm not referring to the MOH beta but the FPS genre in general now. How often do people talk to others in MW2 (I keep using this cos its the only other FPS I play...) apart from calling others "faggot tubers" or "hackers"?

Gotta dash, now medical appointment. More points possible later.

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