
Subject: Roleplay2 Question

Posted by [HORQWER](#) on Tue, 15 Jan 2008 03:14:36 GMT

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I have a question about roleplay2.

If this is roleplay2 then what is roleplay1?

Subject: Re: Roleplay2 Question

Posted by [Canadacdn](#) on Tue, 15 Jan 2008 03:20:49 GMT

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C&C_Roleplay.mix was the original. It was also made by Blazea58, who did all the terrain for Roleplay 2.

Subject: Re: Roleplay2 Question

Posted by [bisen11](#) on Tue, 15 Jan 2008 19:36:27 GMT

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Yeah... It didn't take nearly as long to finish either... lol

Subject: Re: Roleplay2 Question

Posted by [Muad Dib15](#) on Tue, 15 Jan 2008 22:31:34 GMT

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Where is it?

Subject: Re: Roleplay2 Question

Posted by [Lone0001](#) on Tue, 15 Jan 2008 23:49:21 GMT

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do you mean where is roleplay1?

Subject: Re: Roleplay2 Question

Posted by [Dover](#) on Tue, 15 Jan 2008 23:53:53 GMT

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I have it. It kind of...sucks.

No offense to the RP1 team or anything. RP2 looks like it's shaping up to be a huge improvement.

Subject: Re: Roleplay2 Question
Posted by [Lone0001](#) on Tue, 15 Jan 2008 23:58:09 GMT
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RP1 wasn't that bad I thought it was fun.

Subject: Re: Roleplay2 Question
Posted by [BlueThen](#) on Wed, 16 Jan 2008 00:39:48 GMT
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It was a bit big though.

Subject: Re: Roleplay2 Question
Posted by [GEORGE ZIMMER](#) on Wed, 16 Jan 2008 01:53:31 GMT
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RP1 was made by just Blazea, I think. But yeah, Roleplay2 kicks the shit out of it.

It'd be pretty badass if Blazea merged Rp1 into Rp2.

Subject: Re: Roleplay2 Question
Posted by [Dover](#) on Wed, 16 Jan 2008 02:42:04 GMT
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RP1 was big, size-wise, but since there were only like two or three main areas, most of it was wasted space.

I mean, the map had a good concept, and it laid the foundation for RP2, but driving sedans at ridiculously high speeds off of cliffs gets old quick.

Subject: Re: Roleplay2 Question
Posted by [SlikRik](#) on Wed, 16 Jan 2008 06:38:27 GMT
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Roleplay.mix was legendary. If you haven't played at least one hour-long game on it where you scavenged for unoccupied SSM's, you fail.
