Subject: Idea: Oil Derricks Posted by Anonymous on Sun, 22 Dec 2002 14:30:00 GMT View Forum Message <> Reply to Message

Is this what your trying to say: to have the oil derricks playable so to capture it would mean to be stuck in it for the whole game (unless destroyed) for extra credits

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums