
Subject: Greg? how much of Team Mutant is in Engine?
Posted by [Anonymous](#) on Tue, 22 Oct 2002 10:20:00 GMT
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I noticed the Mutant PT zone and some other stuff. How much of a Team Mutant can be used in the game engine for multiplayer (none I guessed). and if not, How about adding this to Renegade2 (not to start rumors, but wishful thinking. I would buy it) 3 teams, instead of 2 online. and oh yeah, KANE LIVES!
