Subject: Poll: should we put a map other than C&C Mode into CP2?
Posted by Renx on Thu, 26 May 2005 02:24:03 GMT

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cmatt42"non renegade"

Westwood was planning on incorporating gameplay modes other than To Command and Conquer.

But since they didn't, so anything we make now is still based around C&C mode. For all we know their DM, CTF, etc. could of had different damage settings, buildings with different purposes, different characters...and so forth.