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Subject: Re: Mutation Game Mode

Posted by [Ma1kel](#) on Thu, 14 Jul 2005 10:30:57 GMT

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It can be implented, if I'm sure you can change a file, so you can typ how much people must join before you can begin playing(gameplay pending). Make everyone other then the Mutant GDI and whenever the Mutant kills someone make the bot let him change to Nod(the Mutants). and when there is 1 player left on GDI, let the game end and give the player who is left on GDI 1000(0) points. Edit the Object.dbb or Objects.aow(I'm not sure which is the right one) to make all doors not open, so players can't purchase anything.

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