

---

Subject: Re: New Gametype?

Posted by [Jerad2142](#) on Thu, 01 Feb 2007 17:27:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hmm. Sounds kind of simple, would this be with multiple players? And if so would you set it up so that when you spawned you would be forced into the vehicle. But if you wanted to make it easy on you self you could just stay where you started and not move much, and just deploy all the ceiling guns there. Now it might a bit more interesting if the vehicle that was deployed would randomly move around so you would also have to search for it, but otherwise it seems that it would be pretty easy to win.

---