Subject: Re: C&C Tiberium - FPS Game Posted by BoMbZu on Tue, 18 Dec 2007 19:26:56 GMT View Forum Message <> Reply to Message

What if you combine this with renegades multiplayer. Like a quite large map with 2 bases in it. But instead of renegade time limit/score you have this ticket system.

And base destruction = win.

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