Subject: Re: Server Side Hunt The Player
Posted by CarrierII on Fri, 25 Jan 2008 16:29:30 GMT
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reborn wrote on Fri, 25 January 2008 11:39I havn't played halo, I don't really know capture the skull.
It's a bit like KoTH I guess. Basically you hunt down the infected player to become infected yourself. Once infected you get a points trickle for your players life duration.

Sounds like the "Mutant" mode in UT2004.