
Subject: Re: A Path Beyond: Beta Reviewed at Let's Play!

Posted by [reborn](#) on Wed, 06 Feb 2008 16:16:05 GMT

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

I have started development on migrating the SSHTP and DeathMatch modes (DM is released to server owners for bug testing) to cnc_reborn. I will also make a ctf mode and a zombie mod mode to extend the longevity of the beta.

I will also be hosting servers running these modes. That should make for more entertainment until the full version is out.

Infantry only should not be as big a bore as you might think
