

---

Subject: Savage RTS/FPS game

Posted by [Demolition man](#) on Wed, 20 Aug 2003 21:35:52 GMT

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

---

Duke of Nukes looks cool...but how is internet play based? does it rotate like an FPS or is it taken one game at a time like a RTS?  
like a FPS you can also join a running game.

---