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Subject: Re: CnC Assault 0.4.0 - build, command, conquer

Posted by [GraYaSDF](#) on Thu, 27 Jan 2011 18:05:32 GMT

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I'm trying alone, so I can to consider my mod isn't only a product, but also my creativity (I don't care about graphics, but now we have a modeller for it). And I introduce only those methods that are good for gameplay. I do not want to turn the game into a boring RTS, I have another idea, which will mix Action, Strategy and Shooter together. It will be a serious action-strategy mode. You can see it in Assault 0.4, I recommend to play it with friends, in fact, it's cooperative mode too.

Also you can use this mod and run it on online servers, I allow. We don't have a good partner who can host this mod.

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