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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Sat, 25 Jun 2011 10:00:22 GMT  
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is deathmatch, aow and other more.

we are currently working on the buildings and chars weapons.

my idea is to make a game where you don't have only to rush, a game where you need to use tactics and different types of weapons to kill your enemy. eg: if you do flame rush and enemy knows about it, they can stop it with outposts and other who will be included in the mod.

i changed my idea, so.. won't be all ren. some new features are upgrades, build-able stuff like laser walls to protect your team from bullets and other more.

edit: im not talking about theme idea or anything else, when he started his mod he stole some of my ideas, but i see he got rid of them, i don't care about his mod now, i don't even watch it on moddb. but i don't like to hear from peoples that ttw is similar to his mod. with this i end those complains about him and his mod. if no one wants to join the staff, i still continue but at very slow rate.

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