
Subject: Re: St0rm "Truth"

Posted by [liquidv2](#) on Mon, 27 Feb 2012 04:37:05 GMT

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based on what i've seen over the years there will always be some players that need training wheels

that wasn't why i think people liked it; it's because it was something different when you stepped into a st0rm server you knew something was up

one of the aow modes had a ctf mode built in; a team could win by capturing the flag via the tunnels or by regular base destruction / time limit
on Hourglass the flags spawned in the tunnel entrances of each base

a lot of the things on there had interesting potential
were i to do it i'd change a few things, but everyone can say the same
in my eyes the turrets at one point were excessive and i'll never forget them
