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Subject: CO-OP unsupported?

Posted by [\[REHT\]Spirit](#) on Tue, 23 Dec 2003 22:16:42 GMT

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Switch the enemy units to "Mutant" and tell the Nod and GDI players to team up. There's your co-op

although some features like the E key on switches wont work. I guess you can label the host as a "VIP" and tell people that you HAVE to have the VIP to continue through the mission.

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