

---

Subject: C&C Commando : Nod Turret

Posted by [phlakaton](#) on Thu, 20 May 2004 17:34:32 GMT

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

---

The multiplayer mode was a tiny little component not developed much past the bare bones in 2000. The real (and I mean real thought and coding) work was done about 1 year from the ship date on the multiplayer portion. Tom Spencer Smith and Steve Tall did tons on it in the last year. Lots of testing in the last half of the years... lots of maps made quick! It was done last and it's ironic that it was the best part of the game.

---