
Subject: how do i make different scenarios on same map
Posted by [NFHAVOC](#) on Wed, 27 Jun 2007 14:31:20 GMT
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i trying to make a coop on M08 1 where you escape the prison and kill the warden for a then assault the nod base as gdi and beacon it for b

how do i make it pick at random which one to do

at the begining when you spawn you be in a area waiting for it to pick 1 then you go though a teleport to the place where the mission is
