
Subject: Re: A NEW TYPE OF RENEGADE!

Posted by [havoc9826](#) on Tue, 05 Sep 2006 06:51:49 GMT

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Jaspah wrote on Mon, 04 September 2006 11:59Nightma12 wrote on Mon, 04 September 2006 06:54Capture the mobius?

wasn't that a gametype that was supposed to be implemented?

Dover wrote on Mon, 04 September 2006 15:04It already was implemented, in the Sole Survivor mod.

I think Jaspah was trying to confirm whether Capture the Mobius was one of the many gamemodes Westwood was considering before they were forced to abandon all but C&C mode. Anyway, Sole Survivor did manage to implement this mode, but as nobody ever seriously played that mod, it was forgotten. Here's a quick clip: Video

Note: Team Dri Reign deliberately made it so that a character's normal weapons (you could pick up more from crates) had infinite refills, so that's why you see my sniper rifle ammo reserves at 999.

thrash300 wrote on Mon, 04 September 2006 19:39No man, the point of the game would be to kill either Locke, EDIT: Maybe Protected by AI Bots?, or Kane, OR a different somebody, Brittney Spears? Skins....

Black-Cell once had a Siege mode, where one team had to protect a satellite uplink device. I wasn't part of the community back then, but from what I heard, it was very glitchy, as well as unbalanced, and vloknboky abandoned it. He had posted the source of his version of CTM (not sure if it's the same as Team Dri Reign's) and of Siege, but the links to where they were hosted are now dead, though, so I have no idea if anyone still has them.
