Subject: Re: Renegade 2 FPS
Posted by CarrierII on Sun, 23 Sep 2007 16:14:46 GMT

I think that having more than two sides would be good. Some sort of Nod Vs GDI Vs Scrin thing.

Except, it's probably impossible to make a map where a 1 v 1 v 1 won't become a 2 vs 1 until the 1 dies.