CarrierII wrote on Sun, 23 September 2007 12:14I 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.

Thats why certain maps would be gdi vs nod, nod vs scrin, gdi vs scrin, so it's not 2 vs 1 or 1 vs 1 vs 1, just two teams but different teams based upon different maps.