
Subject: Renegade Alert Oil Pump Assault (C&C_RA_A_OilField)

Posted by [flyingfox](#) on Thu, 29 Apr 2004 00:35:45 GMT

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Could you program 2 animation sequences every player watches if the allies/soviets win? e.g. If the soviets win, everyone watches the reinforcements come in and obliterate the allied base. If the allies win, the game replays the last 10 seconds of play from a given angle where it shows you how the last oil structure was taken down.
