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Subject: Re: Mutation Game Mode

Posted by [Slash0x](#) on Mon, 15 Aug 2005 04:49:20 GMT

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They were WIP game modes. If you look into the always.dat, there're CTF sounds (for example). If you haven't noticed by now, there was a lot of things they didn't get to finish when EA was taking over. Same with Renegade 2; that was stopped as well because of these frobos.

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