Subject: Re: Poll: should we put a map other than C&C Mode into CP2?
Posted by terminator 101 on Tue, 29 Nov 2005 23:44:38 GMT

I say no, because:
1. CTF - This is the only one that would work.
2. DT - Every game has DT these days, so what is the point?
3. Assault - Bacis C&C mode is almost exactly like assault (from Unreal Tournament)
4. Last Man Standing - Not sure about this one, but if it is similar to AVP2, then it could be fun. It could work like this: Everone starts as GDI and someone would be randomly choosen to be Nod, and who ever dies will turn into Nod. But this would still not be as much fun as in AVP. (If you don't know what AVP is, don't worry about it)