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Subject: Capturable Buildings

Posted by [Blazer](#) on Fri, 04 Jul 2003 11:39:04 GMT

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AprimeHum , dude, half of the idea was from Alexpro7.

Well, lol, actually it's more like the killing building then it turns on the enemy side part.

I'm not trying to take credit for the idea...Im sure over a dozen people have thought of the same thing at one time or another. I did bring it up some time ago and spoke with Dante about it.

At the time he said he was thinking of releasing a map with a capturable mutant building, I think that project got put on the backburner though.

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