
Subject: Re: Idea of new gamemode/gameplay. Possible?
Posted by [saberhawk](#) on Thu, 07 May 2009 01:33:42 GMT
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rrutk wrote on Wed, 06 May 2009 18:29no, of course it should not be changed completely.
was just a question, if it is possible to code.

if so, it should be an option in FDS.

A new (optional) gamemode where everybody is a pleco that fires live nuclear strike beacons is definitely possible to code; that doesn't that we are going to do it.
