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Subject: Mutant Team?

Posted by [glyde51](#) on Sun, 23 Jan 2005 04:35:56 GMT

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I don't remember if this works, but in Level Edit for vehicle alignment there is "Mutants". Anyone know anything about this? Or maybe I was just drinking too much Iced Tea...

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Subject: Mutant Team?

Posted by [Aircraftkiller](#) on Sun, 23 Jan 2005 05:39:28 GMT

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It was an unused side that was going to be enabled with the addition of the Mutant Lab, which is present in River\_RaidTS but serves no function.

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Subject: Mutant Team?

Posted by [bigwig992](#) on Sun, 23 Jan 2005 18:00:53 GMT

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It could be useful if you want to make a map where GDI and Nod work together to kill AI, or, if you just want some pesky infantry/vehicles/mutants in the middle shooting at both sides.

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Subject: Mutant Team?

Posted by [icedog90](#) on Mon, 24 Jan 2005 03:43:04 GMT

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Yeah, but the AI in Renegade just plain sucks.

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Subject: Mutant Team?

Posted by [glyde51](#) on Mon, 24 Jan 2005 13:38:48 GMT

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They don't get stuck in tunnels at least.

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Subject: Mutant Team?

Posted by [bisen11](#) on Mon, 24 Jan 2005 14:26:04 GMT

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My freind has been finding a lot of secret stuff in renegade of things that were meant to be. Supposedly it was gonna be another game mode where everyone had a certain number of lives and one person was randomly picked a mutant. When a person ran out of lives they became a

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mutant and the last person left wins.

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Subject: Mutant Team?

Posted by [TankClash](#) on Mon, 24 Jan 2005 18:03:11 GMT

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It's not secret stuff, it was announced years ago.

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Subject: Mutant Team?

Posted by [Deactivated](#) on Mon, 24 Jan 2005 19:12:51 GMT

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Welcome to last century.

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Subject: Mutant Team?

Posted by [icedog90](#) on Tue, 25 Jan 2005 01:41:58 GMT

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IOL.

Someone needs to put together a working Mutant game mode script, just like what happened with CTF (thanks vloktboky).

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