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Subject: The difference between Infantry only and DM  
Posted by [Duke of Nukes](#) on Tue, 22 Jul 2003 18:04:09 GMT  
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since appearantly people STILL need this explained to them, Death Match and Infantry only are NOT the same thing.

Infantry only is a normal game in which you play without tanks...as in a game WITH base destruction. There are many maps that encourage this type of gameplay (see: Gobi, Sands, Haunted 2, ect.)

Death Match is a game fought with infantry only as well. However there is a difference. In Death Match, there is no base destruction. It is a bunch of people running around killing each other. A variation of this is Team Deathmatch, which people are on teams. This is the only way to play in Ren, so theres no point in calling it Team Deathmatch, so we're just going to call it Death Match. There are also maps that encourage this (see: Beach, DM Center, Haunted House DM, ect.)

I bring up specific maps because the difference is obvious in the Haunted maps. In Haunted House DM, there are no buildings FOR you to destroy. In Haunted 2, there are. Thus, Haunted House DM = DM and Haunted 2 = Infantry only. The difference is in the name.

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