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Subject: Re: Mutation Game Mode

Posted by [reborn](#) on Wed, 20 Jul 2005 13:18:32 GMT

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Whitedragon wrote on Fri, 15 July 2005 16:30We made CTM and Siege(our own game mode) server side and they both were horribly boring.

Server side DM was fun, but not many people joined the server running it for some reason.

And yes, Mutation is completely possible to make.

Siege was kinda crappy to be honest, I liked CTM and also DM.

I would appreciate if you released an updated CTM. the mobius is controlled via the scripts, even an objects.ddb mod is over-ridden by the scripts, would you change the object to a flag, and also fix the fact that you can return the mobius to either pedestall please. This would then be a whole new public version of SSCTF, instead of two flags it would be a one flag CTF that spawns in random locations (well not random but you know what i mean).

Even if no one else appreciated it, I would very much

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