

# Double Domination

This mode is very similar to the [domination](#) mode. The difference here is, that there are only two spots to be held at the same time (hence the name) and that only for a rather short period of time (for [unreal\\_tournament\\_2004](#) that's for 8 seconds). Once the time limit for one domination period has passed, the dominating team scores one point and a new round starts. The Match ends when either the time limit is hit, or the score limit is reached.

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Last update: **2022-04-01-21-41**

