Posted by Anonymous on Sat, 08 Feb 2003 17:49:00 GMT

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Here's the newest screens... http://www.n00bstories.com/image.fetch.php?id=2050627208
http://www.n00bstories.com/image.fetch.php?id=1333321720
http://www.n00bstories.com/image.fetch.php?id=1457162567
http://www.n00bstories.com/image.fetch.php?id=1340029202
http://www.n00bstories.com/image.fetch.php?id=1545560581
http://www.n00bstories.com/image.fetch.php?id=1321061726
http://www.n00bstories.com/image.fetch.php?id=1458151217
http://www.n00bstories.com/image.fetch.php?id=1173458451
http://www.n00bstories.com/image.fetch.php?id=1196420767
http://www.n00bstories.com/image.fetch.php?id=1822166776
http://www.n00bstories.com/image.fetch.php?id=1003280858
http://www.n00bstories.com/image.fetch.php?id=1805627543
http://www.n00bstories.com/image.fetch.php?id=1777880505 It's been in the works for about a
month now, and it has had MANY problems, but I've managaged to over come them with the help
of Dante and Somerhino. Basicly, its a CTF with teleporters and AI. Each team has a pretty equal
chance in winning. The infantry is untargetable, which should make things fun. The 3 AI gun
emplacements at the top will shoot you on site, and they kill quickly, so you have to find a way to
destory them (   ). The infantry are also pretty good last time I tested, so it should be even more
fun. 20 captures to win...Status:Hammering out some last minute minor..err..major
bugs.Thanks:~Dante for explaining his teleport scripts to me, and helping me out with the
emplacements and AI.~Somerhino for suggestions, testing, and bringing my map back to life, this
guy is a life saver.~Kresin for testing.~Gernader8 for testing.~Jpm3 for testing.~Goldops for
testing.~Taximes for his flags.So, what do you think?