Subject: scripts I am going to write.
Posted by Anonymous on Mon, 13 Jan 2003 22:36:00 GMT
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quote:Originally posted by KIRBY098:Jonathan, how about this:Is it possible to enable the keycards and thier subsequent, and corresponding doors?Certain players like the MVP, or 2nd and 3rd place players on each side have keycards which can only be taken by killing them. They will grant access to the building with the flags in them. Perhaps it would add a little depth and stategy to the CTF maps.Yeah so now not only do we have to get by the 30 prox mines in and around the flag, but the **** door will be locked until we go find and kill JoeBlow69....no thanks