

---

Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 03:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

What about teleportation? Since elevator cause so much lag, maybe you could have a teleport pad players step onto, and they are teleported to the higher/lower level coordinates. What about a health-regen powerup...you would auto-regenerate health very slowly, like the mammoth tank does (for a limited time of course). Others off the top of my head, that I have seen in other games: Vengeance powerup: When you die, your body makes a big explosion (timed C4 explosion probably big enough) that will probably kill your enemy if he is close. Speed powerup: Lets you either move or fire (or both) faster for a limited time. Strength/Damage powerup: Your shots do more damage for a limited time. Kamikazee powerup: when you TOUCH an enemy, you explode big (timed c4 explosion)...similar to vengeance except physical contact required. Poison powerup: You slowly lose health (same effect as tiberium) until you die (should lose health much slower than walking in tiberium). This pretty much means you have 60 seconds to live. NofallingDamage Powerup: falling from height will not kill you. Then you could become a paratrooper. Mutant Powerup: Gives you attributes of either the ChemWarrior (unhurt by tiberium), or a Mutant (both unhurt by tiberium, and it heals you). SatelliteUplink Powerup: gives 30 seconds of FULL radar (I think you said this wasnt possible?) EagleEyes Powerup: Gives normal infantry same stealth-seeing ability as Mobius (and patch?) have. Okay...must sleep now

---