Subject: Renegade: GTA3 - Counterstrike Mod
Posted by Anonymous on Fri, 09 Aug 2002 07:41:00 GMT
View Forum Message <> Reply to Message

Terrorist Suppression Website!!!***UPDATE***Alpha test is completed!Download it and try it out!I have a server up and running.************Kind of a cross between GrandTheftAuto3 and CounterStrike.Features:GDI Police versus Nod gangSet in modern day times: modern weapons/character models/vehiclesGDI Police: Like a SWAT team, has police helicopters & cop cars.Nod Gang: Some stronger "illegal" weapons. Has machine gun Hum-vee.Gameplay: Slower than Renegade because its much easier to die. Weapons hold less ammo too.Deathmatch/CTF: no vehicle creation or C&C ModeCity Environment: skyscrapres, roads, citizen vehicles to steal all over.Different Maps with different objectives:1)Protect the CapitolGDI starts in police station, Nod in gang hideout.GDI must protect the Captiol from being nuked by Nod. Nod tries to nuke Capitol.2)Jail BreakGDI starts in policestation, Nod in Prison.GDI must race to the prison and keep the Nod gang under control. Nod must run to the prison weapons storage and try to force/sneak out of Prison, and possibly nuke the nearby town.3)SkyscrapreGDI starts on roof of skyscrapre. Nod outside at bottom. They will "meet" in the middle.4)Data ExchangeGDI starts in PD, Nod in hideout.This is a "Capure the Flag" Game. GDI tries to steal Nod secret information and bring it back to base, and Nod tries to steal GDI secret information and bring it back to base.5)AlcatrazThe only map where you can build a vehicle.GDI starts in SanFransico. They can build boats to get across to Alcatraz Prison Island. Nod starts on the island, they will fight off GDI and maybe even steal a boat to get to SanFran.6)Drug BustLike the Captiol. Nod must protect the drug warehouse, GDI must Ion-Cannon it.Downloads and screenshots on the website now. [September 19, 2002, 19:31: Message edited by: TechVW]