
Subject: Final Chicken

Posted by [cheesesoda](#) on Thu, 15 Jul 2004 13:35:34 GMT

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I R M4KING T3H CH33T!oneone!!!1!one!!!

Actually, it's going to be a full mod by me and a few others. It's loosely based off of xptek's current spectator mod. If anybody has ever played UGIN server 2, you'll know what I am talking about.

The name does come from the idea of being a cheat. When people originally saw the spectator mod, they thought of it as a cheat. Some people went far enough as to PM xptek and ask for the "Final Chicken" cheat. We used this name when Jolly edited xptek's mod, so the name stuck when we decided to make a full sized mod.

While the mod is loosely based off of the spectator mod, it will only stay true to the mod in that you'll be a chicken and you'll be able to run extremely fast and leap buildings.

There will be two different sides, Homegrown [Eggs] vs. Mass Produced [Eggs]. There is no distinct relation between GDI and Nod with either side. If you consider Nod to be the "evil" team, then you could identify them with the Mass Produced side in the mod, and vice versa with GDI.

The playable characters will be both rooster and hen (male and female), and will have an array of weapons. Many are ones from Renegade, but a couple have a small twist to them. We have planned for one to be completely original to Renegade, but this could be removed or even added to.

The storyline is basic right now. It's in writing, but we do have a basic outline of the story. The story is basically that a hen breaks loose from a Mass Produced factory and hides in a local farmhouse. She then tells the story of her horrible experience at the factory. The chickens get upset about this and start to form their own militia. Word spreads to other farms and those farms start forming their own militias. Eventually the militias join together and form a medium sized army. At the same time the Mass Produced factories hear of this and start to collaborate and form their own armies. Eventually what erupts into the war that this game is set in.

There will be more details when we are able to get the site up. We will post additions and progressions on the site and we may choose to have a beta team to test for any bugs. If you wish to be a part of this possible team, email me at j_ball430@comcast.net.
