
Subject: Wow

Posted by [bisen11](#) on Mon, 24 Jan 2005 14:30:00 GMT

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Here's some stuff my bud found that was meant to be in Ren

"DEATHMATCH

Kill the other players!

TEAM DEATHMATCH

There are 2 teams. Kill the players on the opposing team.

Highest scoring team wins.

MUTATION

Game starts with one "Mutant", and the rest of the players are "Regulars".

Regulars have a limited number of lives.

When a Regular loses his last life, he joins the Mutants.

The last Regular alive is the winner.

When the game restarts, a player is randomly selected to be the new Mutant.

CAPTURE THE FLAG

Collect the opposing team's flag and bring it back into your pedestal.

You pick up a flag by running over it.

You can drop it by pressing "B".

A captured flag is worth a lot of points to your team.

When you capture a flag it is returned to the owner team's pedestal.

[Note: designer requests for gameplay modifications not yet implemented]

Options:

- Flag_Cap_Team_Points

How many points a team gets for capping another team's flag.

- Flag_Loss_Team_Points

How many points a team loses when it's own flag is capped.

- Flag_Cap_Carrier_Points

How many points the guy who carries the flag into the pedestal gets.

- Flag_Carrier_Max_Speed

Limits the speed of anyone carrying a flag. Expressed as a percentage of normal maximum speed.

- Is_Team_Able_To_Move_Own_Flag

Can a team pick up and move their own flag?

- Is_Flag_Carrier_Able_To_Use_Weapons

Can a guy carrying a flag use weapons?

CAPTURE THE MOBIUS

Dr. Mobius stands around pondering idly until somebody runs up and nudges him. He will then follow. Lead him back into your team's pedestal for a points reward. He will then teleport back to neutral territory.

[Note: DrMobius.cpp script is available for designers to modify]

Options:

- Mobius_Cap_Team_Points

How many points a team gets for capping Dr. Mobius.

- Mobius_Is_Invulnerable

Whether or not Dr. Mobius can take damage.

- Mobius_Max_Speed

Limits the speed of Dr. Mobius. Expressed as a percentage of normal maximum speed.

KING OF THE HILL

One player, the KOTH, is tinted green, and has increased damaging power. The one who kills this player takes his place as KOTH. However, as with all game modes, winning is determined by score. Being KOTH merely conveys an advantage during play. KOTH is essentially deathmatch with one advantaged player.

Options:

- Only_King_Can_Score

Whether or not only the KOTH can score points.

- Koth_Determination

There are two methods for deciding who gets to be KOTH.

If "Score leader" is selected, the person with the highest score is always the KOTH. This mode is not compatible with the Only_King_Can_Score option.

The other method is for any person who kills the KOTH to become the new KOTH.

- Koth_Damage_Multiplier

A factor > 1 that scales all damage done by the KOTH.

CO-OP

Used for playing the single-player missions cooperatively. You can use this with saved games too. Co-op mode is limited to 2 players. When the second player joins he is placed near the first player.

[Note: This mode will require some design and code adjustments to work well]

CHALLENGE

Only two players are active at any time: the reigning "Champion", and a contender. The champion is distinguished visually, with a cyan color tint. Other players are queued up to fight, and spectate while waiting. The long-term goal is to set a record for consecutive wins as Champion. [Note: spectating camera needs some fixing as it presently does not track the star properly]

LAST MAN STANDING

This is a non-team game in which you have limited lives. When you lose your last life you become a spectator and are crossed out in the player list. The last guy alive wins.

If somebody joins the game late, they will join as a spectator.

[Note: spectating camera needs some fixing as it presently does not track the star properly]

Options:

- Reaper Timer (seconds)

If non-zero, the player with the lowest kills has a life "reaped" each time this time counts down to zero. Prevents players from running off and hiding.

COMMAND AND CONQUER

Not yet implemented.

Options:

- Starting Credits

Number of credits (≥ 0) given to each team at the beginning of the game.

- Target Credits

If either team reaches this number of credits, they win. If set to zero then there is no credits target."