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Subject: New gametype, opinions?

Posted by [SomeRhino](#) on Sat, 19 Apr 2003 17:30:43 GMT

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Since we can't do a free for all since there are teams, I was planning on making a teamed version like this:

There are 2 "portal rooms," one for each team. All the player spawns are in these rooms. The rooms also have a built-in vehicle factory bay with Purchase Terminals and 7 teleporters that lead to different spots on the map. You spawn, grab a character/vehicle and go onto one of the teleport pads. You warp to a spot on the map and fight. until you die, at which point you respawn in the portal room again.

I haven't tested the vehicles on the teleporters, but I'm almost positive they'll work.

This is probably the easiest method, but it may be error-prone. I'll try to get this method to work and see what happens. Thanks for the suggestions.

EDIT:

Everything is working properly, so I'll probably be developing a team based battle mod in my free time now. Anyone is free to contribute, even if it's a suggestion or comment.

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