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Subject: New gametype, opinions?

Posted by [bigwig992](#) on Sun, 20 Apr 2003 23:34:27 GMT

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I've got an idea. Anyone ever play starcraft? There's some fan made maps that give you a credit to start out with, then you buy something you can control. The more kills you get, the more "credits" you'll get, the more things you can buy.

After reading the thread i came up with this idea...

You start out as a regular soldier in one of those portal rooms Rhino mentioned. You start out with 0 credits. You teleport out, into the battlefeild, and kill things. For every kill, you get 1 credit, than, when you die, you can go use those credits to buy a better character, or a vehicle, then go fight some more. Teaches you to spend wisely, and chose the right characters/vehicles for the job. What would really rock is if you could buy AI, that would follow you around and help you in your killings.

I'm pretty sure all thats possible, so I guess I'll get started on my little mod too. :twisted:

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