Subject: C&C FarCry Open Beta Released!
Posted by Dante on Sat, 18 Aug 2007 06:54:48 GMT

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RenEvo Software & Designs (http://www.renevo.com) is proud to announce the open beta of C&C FarCry.

This pits each team against eachother, with the objective being to destroy each other's bases. The beuty is that the team's respective bases are bound by typical C&C rules: blow up the mining facility, and it won't be able to make money. Destroy its vehicle factory, and it won't be able to produce vehicles. Do the same with base's power.

Characters
Soldier
Engineer
Shotgun Trooper
Commando
Sniper

Vehicles - *Depends on map
Buggy
HumVee
Stryker
Inflatable Boat
Attack Boat

Buildings - *Depends on map
Barracks
Vehicle Factory
Refinery
Power Plant
Base Defense Controller

Maps
Canyon
Isles
Valley Day

Game Features
Credit System - Via scoring points, as well as time based from the refinery
Purchase Terminals - Use credits to buy upgrades and vehicles.
Technology Tree - If you lose your vehicle factory, you can no longer build vehicles, etc...
Custom AI Controlled Gun Turrets - AI turrets can be overriden and controlled by players, once the player leaves, the AI takes over again.
Customizable Purchase Terminals BY SERVER - A server admin can customize his/her PT

terminals for a customized server experience.
Tutorials on map & building creation.

Screenshots

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