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Subject: Mutant Co-Op for 4.0

Posted by [sla.ro\(master\)](#) on Mon, 05 Sep 2011 08:17:51 GMT

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For peoples who never heard of Sla Mutant Co-Op, here is a small introduction into MutCoop. MutCoop is a Cooperation Mode where you fight as good guys versus Mutants/Nod controlled AI bots (exception M13 where you can fight on both teams). The mutants are invincible to Tiberium Weapons (thats the reason we consider team hampering if you using them) and they die easily by flame weapons or volt auto-rifle, you have tons of objectives to do to win the game and with 4.0 we will have more maps created by me or someone else who want to help MutCoop. Here is a video (Enjoy!)

#### Server Informations

XWIS: a0000000n

Server Adress: 188.138.84.134:9812

IRC Network: irc.sla-company.net (Default Port: 6667)

IRC Channel: #sla-server

Now lets get back to topic, MutCoop will be on TT 4.0, so we want your opinions, ideas and other more.

My first ideas are the following:

- adding more maps
- reputation points to replace rank and add more features like Levels, bonuses and other more from reputation points
- New backups and Friend AI who you can poke them to follow you or not.
- Air-strike, to attack a zone (not sure if will be)
- Repair bots, to repair you on field.
- Refill to have a delay like 3 seconds, not instant refill. (here your idea)

Thanks.

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