
Subject: scripts.dll 1.4...

Posted by [Titan1x77](#) on Thu, 29 Jan 2004 12:05:50 GMT

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Found the original plans for KOTH

BTW my map is 90% complete and ready for scripts.

- Only_King_Can_Score

Whether or not only the KOTH can score points.

(perhaps a zone where only the points will be issued to the person in the zone)

- Koth_Damage_Multiplier

A factor > 1 that scales all damage done by the KOTH.(a zone that multiplies the objects damage by 2,or variable)

I can get away with some spawners that have 100 points in them each and the longer you stay king the more points you get....and I was going to use the keycard script to enter a teleporter that will be the only way to reach the hill...and keycards will be limited to 1 per side every 60 seconds...also was going to take out all repair guns and proxy c4.
