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Subject: Co-op in Renegade?, Game modes

Posted by [BattleMaster780](#) on Fri, 04 Jun 2004 02:05:38 GMT

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I was browsing the C&C Renegade main MIX(always.dat) with XCC Mixer and found this(gamemode.txt):

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gamemodes.txt - Tom Spencer-Smith, Oct 2000  
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This is a brief outline of the 10 different multiplayer game modes. This document is for development purposes and should not be shipped. Refer to this when you are unsure about a particular game mode.

#### DEATHMATCH

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Kill the other players!

#### TEAM DEATHMATCH

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There are 2 teams. Kill the players on the opposing team. Highest scoring team wins.

#### MUTATION

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Game starts with one "Mutant", and the rest of the players are "Regulars". Regulars have a limited number of lives. When a Regular loses his last life, he joins the Mutants. The last Regular alive is the winner. When the game restarts, a player is randomly selected to be the new Mutant.

#### CAPTURE THE FLAG

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Collect the opposing team's flag and bring it back into your pedestal. You pick up a flag by running over it. You can drop it by pressing "B". A captured flag is worth a lot of points to your team. When you capture a flag it is returned to the owner team's pedestal. [Note: designer requests for gameplay modifications not yet implemented]

Options:

- Flag\_Cap\_Team\_Points

How many points a team gets for capping another team's flag.

- Flag\_Loss\_Team\_Points

How many points a team loses when it's own flag is capped.

- Flag\_Cap\_Carrier\_Points

How many points the guy who carries the flag into the pedestal gets.

- Flag\_Carrier\_Max\_Speed

Limits the speed of anyone carrying a flag. Expressed as a percentage of normal maximum speed.

- Is\_Team\_Able\_To\_Move\_Own\_Flag

Can a team pick up and move their own flag?

- Is\_Flag\_Carrier\_Able\_To\_Use\_Weapons

Can a guy carrying a flag use weapons?

## CAPTURE THE MOBIUS

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Dr. Mobius stands around pondering idly until somebody runs up and nudges him.

He will then follow. Lead him back into your team's pedestal for a points reward. He will then teleport back to neutral territory.

[Note: DrMobius.cpp script is available for designers to modify]

Options:

- Mobius\_Cap\_Team\_Points

How many points a team gets for capping Dr. Mobius.

- Mobius\_Is\_Invulnerable

Whether or not Dr. Mobius can take damage.

- Mobius\_Max\_Speed

Limits the speed of Dr. Mobius. Expressed as a percentage of normal maximum speed.

## KING OF THE HILL

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One player, the KOTH, is tinted green, and has increased damaging power.

The one who kills this player takes his place as KOTH. However, as with all game modes, winning is determined by score. Being KOTH merely conveys an advantage during play. KOTH is essentially deathmatch with one advantaged player.

Options:

- Only\_King\_Can\_Score

Whether or not only the KOTH can score points.

- Koth\_Determination

There are two methods for deciding who gets to be KOTH.

If "Score leader" is selected, the person with the highest score is always the KOTH. This mode is not compatible with the Only\_King\_Can\_Score option.

The other method is for any person who kills the KOTH to become the new KOTH.

- Koth\_Damage\_Multiplier

A factor > 1 that scales all damage done by the KOTH.

## CO-OP

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Used for playing the single-player missions cooperatively. You can use this with saved games too. Co-op mode is limited to 2 players. When the second player joins he is placed near the first player.

[Note: This mode will require some design and code adjustments to work well]

## CHALLENGE

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Only two players are active at any time: the reigning "Champion", and a contender. The champion is distinguished visually, with a cyan color tint. Other players are queued up to fight, and spectate while waiting.

The long-term goal is to set a record for consecutive wins as Champion.

[Note: spectating camera needs some fixing as it presently does not track the star properly]

## LAST MAN STANDING

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This is a non-team game in which you have limited lives. When you lose your last life you become a spectator and are crossed out in the player list. The last guy alive wins.

If somebody joins the game late, they will join as a spectator.

[Note: spectating camera needs some fixing as it presently does not track the star properly]

Options:

- Reaper Timer (seconds)

If non-zero, the player with the lowest kills has a life "reaped" each time this time counts down to zero. Prevents players from running off and hiding.

## COMMAND AND CONQUER

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Not yet implemented.

Options:

- Starting Credits

Number of credits ( $\geq 0$ ) given to each team at the beginning of the game.

- Target Credits

If either team reaches this number of credits, they win. If set to zero then there is no credits target.

Too bad this stuff got cut..

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Subject: Co-op in Renegade?, Game modes

Posted by [SuperFlyingEngi](#) on Fri, 04 Jun 2004 02:09:59 GMT

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<http://www.renegadeforums.com/viewtopic.php?t=9025&highlight=capture+mobius+players+game+mode>

6th post down.

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Subject: Co-op in Renegade?, Game modes

Posted by [Whitedragon](#) on Fri, 04 Jun 2004 03:45:07 GMT

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CTF, CTM, and DM have been made into server side mods. There are plenty of TDM or DM fanmaps, theres 1 or 2 KOTH fanmaps, and co-op is possible server side. But yea most of this stuff would probably have been much better if done by WS.

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