
Subject: C&C Mutants Revenge
Posted by [bisen11](#) on Fri, 06 Jan 2006 00:41:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a co op map i mad. A sequal to my Mutant mania.

There are 4 levels that you go through and teleport to each one. More info in readme. Players play as the mutants and battle human bots. You may have to look out a little for FF because technically some people are on gdi and some are on nod but all the soldiers look like mutants so its easy to distinguish between freind and foe.

Site <http://www.freewebs.com/renrenpoo/Maps.htm>

Direct Download Link http://freewebs.com/renrenpoo/C_C_Mutants_Revenge.zip

Subject: Re: C&C Mutants Revenge
Posted by [cmatt42](#) on Fri, 06 Jan 2006 01:03:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why doesn't the AI have health bars?

Subject: Re: C&C Mutants Revenge
Posted by [bisen11](#) on Fri, 06 Jan 2006 01:08:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Didn't want them too except some of the heavy vehicles. Felt it was a little more life like.

Subject: Re: C&C Mutants Revenge
Posted by [cmatt42](#) on Fri, 06 Jan 2006 04:52:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

But now I don't know when I am going to pwn.

Subject: Re: C&C Mutants Revenge
Posted by [JeepRubi](#) on Fri, 06 Jan 2006 14:19:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think you should make another version for one person so it doesnt take you four hours to finish the thing.

If you put a teleporter for each level at the begining thing then you can choose what level you want to play instead of beatin one, getting to the next, getting killed, and pretty much doing it all

over again.

Subject: Re: C&C Mutants Revenge
Posted by [Goztow](#) on Fri, 06 Jan 2006 14:26:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

some ss's plz?

Subject: Re: C&C Mutants Revenge
Posted by [bisen11](#) on Fri, 06 Jan 2006 16:16:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

cmatt42 wrote on Thu, 05 January 2006 23:52 But now I don't know when I am going to pwn.

Not sure I'd want to do that exactly but what i could do is make it when you get to the last level that it enables a bunch of start up spawners in that room with the pcts.

Also just so you know all bots have a certain amount of lives so they do die after awhile. And i suggest trying the railgun because i made it pretty powerful plus it has scope.

As for SSs I'll make some later. I'm at school right now.

Edit: Here's a screen shot of the first level.
<http://i6.photobucket.com/albums/y206/bisen11/Hum4.jpg>
