Subject: Beta Test
Posted by bigwig992 on Sat, 08 Mar 2003 04:48:48 GMT
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Meh, if you really bored:
http://modx.renevo.com/showthread.php?s=&threadid=133
No screens up, as I am too tired to go through all of it. Just download, and test, give me
comments and suggestions, that is, if you'd like to.

Subject: Beta Test
Posted by Sk8rRIMuk on Sat, 08 Mar 2003 15:15:34 GMT
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I am gonna go play it now got some map reviewing to today anyway.

-Sk8rRIMuk

Subject: Beta Test
Posted by snipefrag on Sat, 08 Mar 2003 15:50:57 GMT
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I am downloading it as we speak

Subject: Beta Test
Posted by bigwig992 on Sat, 08 Mar 2003 16:04:33 GMT
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Oh, crap. Last night i was so tired, i forgot to include the objectives!

(this is supposed to happen way into the future)Backround history. Mutants have become quite a
menace these days, so GDI and Nod has made their own "Mutant Hunter" division. A mutant
known as "Raveshaw" and his elite mutants, have taken over an old abandoned GDI Chemical
Reseach Facility in the middle of the desert. They plan on using some of the old, un-destroyed
chemical's to threaten man kind. Nod and GDI "Mutant Hunter" forces see this as a threat, so they
both go in to try to destory research facility. Now, a bombing run would be called in, but this facility
is very hard to spot in the rocky region. When Nod and GDI forces arrive, they were surprised to
see one another. Incredibly, against old tradition, they agree to WORK TOGETHER (:rolleyes:)
to destroy the mutants.
MISSION OBJECTIVE:
Plant an Ion Cannon Beacon inside the facility, near the Blue Tiberiam Crystal. In recent cases,
this seemed to be the source of the mutant problem (I.E, the mutants will stop coming, if you take
out the crystal). A night insertion will do, stay away from the spotlights, and stay close to the cliffs.
Watch out for the 2 stealth snipers in the map ( ). Work together, and the first team to plant a
beacon inside, and destory the Blue Crystal and Facility, wins. It's a race, which team will win?

EDIT: Almost forgot, if you guys like the idea, I still have to put in building controllers, so the beacon to win, wont work...yet. But have fun slaughtering mutants.

Subject: Beta Test
Posted by Sk8rRIMuk on Sat, 08 Mar 2003 17:49:11 GMT
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/me thinks how many more h/s can that stealth patrova on the cliff take...

This mod rocks I love it I killed 33 ppl in 30 minutes...

The AI is quite inteligent and very very fucking strong I mean that patrove took 3 rounds of my sniper rifle to the head...

Be very very careful of that mutant raveshaw he is a bugger to kill...

Enjoy urself but watch out as they spawn kill you .

-Sk8rRIMuk

Subject: Beta Test
Posted by Griever92 on Sat, 08 Mar 2003 23:26:12 GMT
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snipefragI am downloading it as we speak

ditto

Subject: Beta Test
Posted by bigwig992 on Sun, 09 Mar 2003 06:10:40 GMT
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New Beta is out, same place, just check the first post of this thread. The attachment is in hte 2nd post at ModX.

Subject: Beta Test
Posted by Sk8rRIMuk on Sun, 09 Mar 2003 12:20:50 GMT
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OK getting now so does the script work to end mutants spawning with a beacon now?

Edit: Aparantely it does work and is a lot harder than I thought it could be *drat*.

-Sk8rRIMuk

Subject: Beta Test
Posted by bigwig992 on Mon, 10 Mar 2003 02:08:03 GMT
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Up to the top you go.