
Subject: Dante's CTF Version 2.1 NOW AVAILABLE!!!!
Posted by [Anonymous](#) on Sat, 01 Feb 2003 16:07:00 GMT
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fixed a BUNCH of bugs...first, goto http://www.renevo.com/downloads/sp1_0_1.zip and update your scripts.dll's first...NEXTgoto http://di.wv-unleashed.com/Downloads/Dante_CTF2.1.zip and get the new CTF maps.ok, here is what is different, please don't flame me, it IS fun no matter what you say, and properly balanced finally.Engineers = NO remote C4Secret Characters = Mutant Characters with Icons from beta Secret Vehicles = no more, they where driving into HoN.Vehicle blocker put in front of barracks to prevent hummers getting in.Script is fully funtional, no more flags staying, no more wrong team winning etc...sooooGO GET ITDom_TreyD should get his CTF server back up, and StoneRook's T1 server will feature these maps as well.enjoy
