
Subject: coop

Posted by [Nightma12](#) on Thu, 08 Jul 2004 16:32:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

dead6rel know, but i think i can make a few scripts that will server as objectives!

1. Objective star at pedestal
2. MSG chat what objective is on each map
- 3 All guns appear on map, kills or pickups!

And i have a few others that i wont meation so no1 can steal them

the single player missions! -_-

EXACTLY like them >.< same missions, same objectives, works EXACTLY like single player
