
Subject: ACK could you please revel the mystery of Gobi & Sand???

Posted by [Majiin Vegeta](#) on Tue, 15 Apr 2003 11:35:33 GMT

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

General HavocJust pulled this from the always.dat it contains details on some game modes that were planned, some interesting things here.

MUTATION

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 MOBIUS

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.

CHALLENGE

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

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

Not yet implemented.

Options:

- Starting Credits

Number of credits (≥ 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.

wellll i like the mutant one thats on ALiens vs Predetor2 great game

the rest sound interesting and what with the C&C mode not yet implemented...wtf we playing now then.

would be sweet to see if renevo can finish these
