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Subject: A mod idea

Posted by [Malgamus](#) on Thu, 13 Oct 2005 15:04:48 GMT

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Has anyone considered doing a mod along the lines of final fight or streets of rage. Having different maps with the two sides being rival gangs fighting for turf. You could have different weapons spawn around the area and be different depending on the map. Like anchors, pipes, flare guns, bats, 2x4's, broken bottles, knives, swords, and of course some guns as well. Vehicles could also be unique for each map such as boats in a dock/harbor level and construction equipment in a building site level.

It would be fairly easy to create single player levels too and the co-op possibility is there as well.

I know hardly anything about map making though I am practicing as well as editing stats for things, the model making is totally out of my league. I might be able to produce some crude looking melee weapons of simple things like the pipe, thats about it. If anyone is interested in working together on it, I think the idea has promise and would give Ren players one more way to enjoy the engine. Well, if you like the idea and want to help let me know.

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