
Subject: Re: Server Side Hunt The Player
Posted by [JeepRubi](#) on Fri, 25 Jan 2008 21:15:38 GMT
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reborn wrote on Fri, 25 January 2008 14:04 JeepRubi wrote on Fri, 25 January 2008 14:06 Does the infected player get regenerating health or a better gun? Are they any different from normal players?

Yes, depending on how many people are in the server at the time...

If there is 3 people in the server then they get a laser rifle, if there's 4 people they get a tiberium flechette gun. I can't remember the specifics as i'm at work atm, but I think it starts at about 5 players for the health regen to kick in.

If it's 1v1 the a volt rifle proved too over powering, couple with health regen. So I decided to base the power-up's dynamically based on player count.

Whoa, that's a great idea. Can't wait to play this. Is there any server that's planning on hosting this?
