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Subject: Re: Server Side Hunt The Player  
Posted by [reborn](#) on Mon, 28 Jan 2008 11:27:25 GMT  
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cmatt42 wrote on Mon, 28 January 2008 05:53 What's the incentive for the mutant(s) to infect others if they're the only ones getting points? I would just walk around in circles. Besides, why would you want to be infected? I don't get it.

You don't go around infecting people. There is only ever one infected person at any one time. When you're the Zombie/infected you get a points trickle, your aim is to stay alive. The only way to win the map really is to get infected and stay alive as long as possible. The story behind it was just a bit of cnc fan fiction fun... The aim for the pther players is to kill the infected dude and become infected themselves by picking up the DNA object that they leave behind when they die.

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