
Subject: Re: Serverside Co-Op

Posted by [mr£ÄŞÄ-z](#) on Sat, 09 Feb 2008 12:24:26 GMT

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I already made a Test Coop Mod with Spawn bots and AI Gunships etc, it was on the map M01.
(Nod Coop map, Serverside)

Mission Objective:

1- Destroy the GDI Base (you need to get into the Construction yard and the Powerplant, i created a Extra Interior, if you walk into a Door you Teleport into the Interior, there you fond a Computer (you need it to kill it, that CY or PP dies)

2- Destroy the Gunship (To Attack the Gunship you needed to get into a Turret)

3- Clear the Church (Kill all GDI Soldiers and Civilians)

4- Get the Hand of Nod back, and kill Logan (he´s on the room where you find the MasterControl terminal)

5- Clear the Radar (Kill all GDI Soldiers)
