
Subject: Re: Server Side Hunt The Player
Posted by [Nightma12](#) on Wed, 22 Jul 2009 04:17:18 GMT
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Sorry to bump this, but i put a server up today running this mod titled:

TsuGaming.com :: Swine Flu

The swine flu name brings in the players

It has a few problems:

- The person with the DNA needs to appear on radar all the time (they never appear for me)
- Non-Carriers should not be able to kill Non-Carriers. Its too hard work getting anywhere near the carrier as people come in and just shoot everyone
- Some of the maps are WAAAAAAAAY to big. (esp mission maps) - One of the mission maps i got infected, then just ran off to another part of the mission with people 20 people chasing me. I kept going and going... they never caught up!

Other than that.. im LOVING IT! well done Reborn
