
Subject: Mod Question

Posted by [GoTTeM](#) on Thu, 24 Jun 2010 18:25:14 GMT

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I opened up a random file in my data folder today and read this

Quote:This is a brief outline of the 10 different multiplayer game modes.

This document is for development purposes and should not be shipped.

Refer to this when you are unsure about a particular game mode.

CHALLENGE ----- Only two players are active at any time: the reigning "Champion", and a contender. The champion is distinguished visually, with a cyan color tint. Other players are queued up to fight, and spectate while waiting. The long-term goal is to set a record for consecutive wins as Champion. [Note: spectating camera needs some fixing as it presently does not track the star properly] LAST MAN STANDING ----- This is a non-team game in which you have limited lives. When you lose your last life you become a spectator and are crossed out in the player list. The last guy alive wins. If somebody joins the game late, they will join as a spectator. [Note: spectating camera needs some fixing as it presently does not track the star properly] Options: - Reaper Timer (seconds) If non-zero, the player with the lowest kills has a life "reaped" each time this time counts down to zero. Prevents players from running off and hiding. COMMAND AND CONQUER ----- Not yet implemented. Options: - Starting Credits Number of credits (≥ 0) given to each team at the beginning of the game. - Target Credits If either team reaches this number of credits, they win. If set to zero then there is no credits target.[/img]

does anybody know which mod this readme came from? or did this come from the game itself, if so... how come there arent servers with these types of games'

sorry if this is a terrible question, please be kind and i posted in the wrong section please move this thread for me, thank you <3.
