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Subject: (Planned) Roleplay2 2.3 PLECOS Mod  
Posted by [Jerad2142](#) on Wed, 10 Nov 2010 21:07:39 GMT  
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Due to multiple complains about free for all not being a good enough gameplay for Roleplay2. I am now working on a new gameplay mode for Roleplay2, PLECOS mode (which will be in Roleplay2 2.3).

\*This is a co-op mode.

\*This mod will not require a separate map to work, it can be dynamically be deployed into normal Roleplay2 or setup to always begin once a certain number of players are in game.

\*Every time you die the weapons in your inventory receive a 10% ammo reduction.

\*Your enemies will include:

- PLECOS
- Cats
- UFO's
- Fanatics that drive bomb rigged cars
- PETA Employees
- 2 Bosses

\*When you first spawn you will have low cash amount. Your starting weapons will include a knife and a pistol of some sort (1 of the 5 available in Roleplay2).

\*Acquiring weapons will work the same as it does in normal Roleplay2, however I have placed a lot more weapon pt's on the map sense the 2.2 release, so this should make it more fun.

\*As more objectives are accomplished, your inventory's max will be expanded so you can carry more weapons.

\*No locations in Roleplay2 will be off limits; however going to them just makes it easier to lose control of the situation.

\*The more players there are in game the harder the AI will be (larger swarms, more bots, etc.).

\*Train station teleport teleports will be disabled, due to the AI not having any programming to use them (keep in mind I doubt anyone would think much of it if I did make the AI use the teleports lol, would make the conquest phase of this co-op really hard).

\*You will only be able to go a certain distance while in the select spawn mode before you are forced to spawn (probably 50-100 meters).

How things play out:

\*Your primary objective will be to prevent the PLECOS form getting to and destroying an object in the park. To proceed to the next phase of the mission, you have to kill a certain number of

PLECOS. During this phase you won't be able to use the spawn room to spawn. You will automatically be spawned at key locations that the PLECOS have to make it past to get to the park. PLECOS are spawned in the desert originally, but as you get pushed back they start spawning at whatever positions you last held.

\*Next you will be attacked by a boss, the boss's goal is to get to the park and destroy the object there (boss most likely will be a giant PLECO that shoots PLECOS at you or something).

\*After Boss has been defeated you will be attacked by PETA (due to them being pissed at all the animal abuse). During this phase the gameplay style will change from defense to Battlefield style conquest, the only difference will be that your side won't have any "ticks" where as PETA will, however capturing all the control points will still end this phase much faster. In addition you won't have to worry about your objective in the park being attacked during this phase. PETA will automatically be granted a checkpoint or two to spawn from, however after that they will attempt to capture them all.

\*Once that is done the final phase will begin, Greenpeace will attack with the final boss. You will now have a global life count, as well as have to defend your object in the park once more. This objective will be easier depending on how many control points you have as that will allow you to more tactically deploy. Also, you have a really big advantage if you have the park's cp captured beings that this is the target of the final boss.

\*You win!

As always comments are welcome...

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