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Subject: Mutant Co-Op

Posted by [sla.ro\(master\)](#) on Mon, 25 Apr 2011 06:16:52 GMT

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Mutant Co-Op is a Sla Company mod, created for server side of C&C Renegade. We are hosting a server (thanks to ExEric3) with this mod, you can play it today on our servers. Mutant Co-Op is a Co-Op with mutants, isn't standard co-op, is something new, some maps end by ion cannon, some maps end by going to a sub-marine (m03). All maps are co-op , all maps they have bots, objectives, bonuses, mutants and nod soldiers. Many objectives are very easy or some very hard, the difficulty of the co-op is hard but isn't impossible like other standard co-ops where bots they spawn infinite. Our bots doesn't spawn infinite, max 20 times some bots, 10 times some other bots and sometimes 1 time, emplacements/guns/turrets/tanks controlled by enemy only one time. We don't want to make player to fight hard to arrive at PT or to took a object. we want player to enjoy the action and the co-op, we want him to feel the action not to suffer by it.

Mutant Co-Op means action, mutants, co-op and unique features like buy system, commander system and other more to come. We want a unique co-op full with action and co-op specifics. Player doesn't have to press any button or to goto somewhere to get teleported he will be teleported at start. We like fast action and fun.

Right now on rotation we got M00, M01, M02, M03, M13 (no download needed). Still we have a lot to work. By the way.. we need some mappers, me I'm the only one who works on it.

Some photos:

Photo 1

Photo 2

I hope you enjoy

Server Informations

XWIS: a0000000n

Server Adress: 188.138.84.134:8425

IRC Network: irc.sla-company.co.cc (Default Port: 6667)

IRC Channel: #sla-server

WebIRC

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