Subject: CTF tutorial wanted
Posted by mavadosh on Sun, 08 May 2005 16:52:19 GMT
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hey can some1 please post a tutorial or give me a link for 1 thanks

Subject: CTF tutorial wanted
Posted by Cat998 on Sun, 08 May 2005 17:46:30 GMT
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Standard Rules for CTF:
 - Each team gets a flag in their base. They must defend their own flag while trying to capture the enemy's flag.

 - To capture the enemy's flag, you must run over their flag, causing you to pick it up.

 - Depending on the server's rules, you may either lose the ability to use a gun when you pick up the flag.

 - You must take the enemy flag to your own. If you do not have your own flag, you will not be able to capture the enemy's flag, causing a stale mate to occur.
 - To get out of a stalemate, you must find your own flag (which will be visible on your radar), and kill the holder. Then, you must run over your own flag that will fall from the fallen soldier, returning it to your ped.

 - To capture the enemy flag, run over your own flag with the enemy's flag in your hand.

 - If you have the enemy's flag in your hand and you are killed, the flag will drop. If a friendly runs over this flag, they will pick it back up, and will be able to capture it. If an enemy runs over this flag, they will return it back to their own ped.

 - If the server allows Spoils of War, you and/or your team could be rewarded cash and points for stealing the enemy flag, capturing the enemy flag, killing the enemy who has your flag, picking up the enemy flag from a fallen friendly, or returning your own flag from a fallen enemy.

 - When one team captures the flag enough times specified by the server, the game will end, with the team being the winners. The server can disable this, creating an unlimited captures game.

 - Base kill, harvester kill, vehicles, and beacons are not allowed, and have been removed/stopped by the server.

 - Remote C4 and Proxy C4 have been removed as being standard weapons. You can purchase one Remote C4 which can not be refilled from the old beacon slot. It cost 500 credits, but you must have 1000 credits to access it. The damage from the Remote C4 has been raised.

 - Timed C4 can not be refilled. The damage of the Timed C4 has been reduced.

- The Engineer and Hotwire/Tech gain 2 Timed C4 instead of just one. These can not be refilled either.

- Stealth Black Hand cost 800 credits instead of 400 credits. The added stealth ability allows Nod to get close to the flag, but when a SBH takes the flag, it will be given away.

- If the server allows it, weapons will drop from fallen soldier. These weapons will carry over to a new character purchase, but you will lose them if you are killed.

- If the server allows it, when a dropped flag is not picked up, it will be brought back to its respected Pedestal after X seconds. This number can be changed by the server, the default is 60 seconds.

- If the server allows it, the flag holder will have its health regenerated by X amount every second. This number can be between 0 and 5, not being 0. The default is 2 health per second.

- An icon will appear over each team's Pedestal showing the current location of their flag. Messages will also repeat stating how many captures each team needs to win if the server has CapLimit enabled.

Subject: CTF tutorial wanted
Posted by mavadosh on Sun, 08 May 2005 20:52:53 GMT
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i no that lol i mean for making my own ctf in level edit

Subject: CTF tutorial wanted
Posted by Cat998 on Mon, 09 May 2005 08:10:02 GMT
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Download the CTF mod: http://web.black-cell.net/mods.html and read the readme files.