Subject: Mutation Game Mode
Posted by Sn1per74 on Thu, 14 Jul 2005 02:47:20 GMT
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I found this in the always.dat and I think it would be very fun if someone actually made a game mode like the mutation. Capture the Mobius also sounds fun.

```
--------------------------------------------
  gamemodes.txt - Tom Spencer-Smith, Oct 2000
  --------------------------------------------
```

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.

DEATHMATCH

Kill the other players!

TEAM DEATHMATCH

There are 2 teams. Kill the players on the opposing team.
Highest scoring team wins.

MUTATION

Game starts with one "Mutant", and the rest of the players are "Regulars".
Regulars have a limited number of lives.
When a Regular loses his last life, he joins the Mutants.
The last Regular alive is the winner.
When the game restarts, a player is randomly selected to be the new Mutant.

CAPTURE THE FLAG

Collect the opposing team's flag and bring it back into your pedestal.
You pick up a flag by running over it.
You can drop it by pressing "B".
A captured flag is worth a lot of points to your team.
When you capture a flag it is returned to the owner team's pedestal.
[Note: designer requests for gameplay modifications not yet implemented]

Options:
- Flag_Cap_Team_Points
  How many points a team gets for capping another team's flag.

- Flag_Loss_Team_Points
  How many points a team loses when it's own flag is capped.
- Flag_Cap_Carrier_Points
  How many points the guy who carries the flag into the pedestal gets.
- Flag_Carrier_Max_Speed
  Limits the speed of anyone carrying a flag. Expressed as a percentage of
  normal maximum speed.
- Is_Team_Able_To_Move_Own_Flag
  Can a team pick up and move their own flag?
- Is_Flag_Carrier_Able_To_Use_Weapons
  Can a guy carrying a flag use weapons?

CAPTURE THE MOBIUS

Dr. Mobius stands around pondering idly until somebody runs up and nudges him.
He will then follow. Lead him back into your team's pedestal for a
points reward. He will then teleport back to neutral territory.
[Note: DrMobius.cpp script is available for designers to modify]

Options:
- Mobius_Cap_Team_Points
  How many points a team gets for capping Dr. Mobius.
- Mobius_Is_Invulnerable
  Whether or not Dr. Mobius can take damage.
- Mobius_Max_Speed
  Limits the speed of Dr. Mobius. Expressed as a percentage of
  normal maximum speed.

KING OF THE HILL

One player, the KOTH, is tinted green, and has increased damaging power.
The one who kills this player takes his place as KOTH. However, as with
all game modes, winning is determined by score. Being KOTH merely conveys
an advantage during play. KOTH is essentially deathmatch with one
advantaged player.

Options:
- Only_King_Can_Score
  Whether or not only the KOTH can score points.
- Koth_Determination
  There are two methods for deciding who gets to be KOTH.
  If "Score leader" is selected, the person with the highest score is always
  the KOTH. This mode is not compatible with the Only_King_Can_Score option.
  The other method is for any person who kills the KOTH to become the new KOTH.
- Koth_Damage_Multiplier
  A factor > 1 that scales all damage done by the KOTH.

CO-OP

Used for playing the single-player missions cooperatively. You can use this
with saved games too. Co-op mode is limited to 2 players. When the second
player joins he is placed near the first player.
[Note: This mode will require some design and code adjustments to work well]

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.

Subject: Re: Mutation Game Mode
Posted by Ma1kel on Thu, 14 Jul 2005 10:30:57 GMT
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It can be implented, if I'm sure you can change a file, so you can typ how much people must join before you can begin playing(gameplay pending). Make everyone other then the Mutant GDI and whenever the Mutant kills someone make the bot let him change to Nod(the Mutants). and when there is 1 player left on GDI, let the game end and give the player who is left on GDI 1000(0) points. Edit the Object.dbb or Objects.aow(I'm not sure which is the right one) to make all doors not open, so players can't purchase anything.

Subject: Re: Mutation Game Mode
Posted by danpaul88 on Thu, 14 Jul 2005 11:07:30 GMT
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these must be all the game modes westwood intended to implement in future patchs, until EA got in the way....

Subject: Re: Mutation Game Mode
Posted by sniper12345 on Thu, 14 Jul 2005 11:12:10 GMT
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if by "future patches" you mean to "ship", yea.

Subject: Re: Mutation Game Mode
Posted by danpaul88 on Thu, 14 Jul 2005 13:15:46 GMT
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true, they did rush it at the end to meet the shipping deadline, but they might still have implemented it in future patches if EA had not interfered....

Subject: Re: Mutation Game Mode
Posted by Sn1per74 on Thu, 14 Jul 2005 14:50:35 GMT
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Do you think it would be possible to make a mutation game mode server side like CTF?

Subject: Re: Mutation Game Mode
Posted by Ma1kel on Thu, 14 Jul 2005 15:18:24 GMT
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Yes.

Subject: Re: Mutation Game Mode
Posted by Sn1per74 on Thu, 14 Jul 2005 15:19:50 GMT
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Then someone should do it!! That would be alot of fun. I would help but..... I'm not that great at modding/mapping.

Subject: Re: Mutation Game Mode
Posted by danpaul88 on Thu, 14 Jul 2005 16:00:45 GMT
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I dont think enough of the code they intended to use with it was ever released to be able to finish their work....

Subject: Re: Mutation Game Mode
Posted by Nightma12 on Thu, 14 Jul 2005 18:58:49 GMT
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i could do this.... (Mutation game mode)

Subject: Re: Mutation Game Mode
Posted by Ma1kel on Thu, 14 Jul 2005 21:05:43 GMT
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It isn't that hard, you just have to be a little bit creative.

Subject: Re: Mutation Game Mode
Posted by Sn1per74 on Thu, 14 Jul 2005 22:05:18 GMT
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Then do it!! So then all the servers will have another game mode and stuff!

Subject: Re: Mutation Game Mode
Posted by tooncy on Fri, 15 Jul 2005 20:18:20 GMT
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With the scripts I've seen servers running, this is plausable.

List of modes that have been implemented from this list:

Capture the Mobius (Sole Survivor)

Capture the Flag (Dante's maps and SSCTF mod)
King of the Hill (One of Titan's maps)
Team Deathmatch (Many maps)
Co-Op (Sort of been done through server side mods)

Subject: Re: Mutation Game Mode
Posted by Whitedragon on Fri, 15 Jul 2005 20:30:41 GMT
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We made CTM and Siege(our own game mode) server side and they both were horribly boring.

Server side DM was fun, but not many people joined the server running it for some reason.

And yes, Mutation is completely possible to make.

Subject: Re: Mutation Game Mode
Posted by Nightma12 on Fri, 15 Jul 2005 21:31:55 GMT
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this will be added into the next V of NR!

useing team 0wn3d as mutants!

Subject: Re: Mutation Game Mode
Posted by Sn1per74 on Sat, 16 Jul 2005 16:18:36 GMT
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How would you make the people have a certain number of lives? And wouldn't you have to make the mutants purchase terminal work? Someone would have to make all the characters you can buy and stuff..

Subject: Re: Mutation Game Mode
Posted by Nightma12 on Sat, 16 Jul 2005 17:39:49 GMT
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after they have been killed so many times, swap them to team 0wn3d

team 0wn3d wont have a PT, else it would just get rediculasly hard, lol but base defences will not shoot at them

Subject: Re: Mutation Game Mode
Posted by Dr. Lithius on Wed, 20 Jul 2005 03:00:30 GMT
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"Mutation Mode," eh? Sounds a lot like Zombie Panic to me. Zombie Panic is a modification for Half-Life(and eventually for Half-Life 2) that places you in the role of a group of survivalists. It's sort of like any number of generic zombie movies. A group of humans runs around with weapons, running from and gunning at the zombie. If the zombie takes down a human, that human becomes a zombie. The process continues until either the zombies run out of Zombie Lives(the entire team has one Lives counter) or all humans perish. It's a lot of fun.

Subject: Re: Mutation Game Mode
Posted by Whitedragon on Wed, 20 Jul 2005 03:23:00 GMT
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"0wn3d" team? what is that supposed to mean?

Subject: Re: Mutation Game Mode
Posted by icedog90 on Wed, 20 Jul 2005 08:48:31 GMT
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Whitedragon wrote on Tue, 19 July 2005 22:23"0wn3d" team? what is that supposed to mean?

I think it was supposed to be an indication.

Subject: Re: Mutation Game Mode
Posted by reborn on Wed, 20 Jul 2005 13:18:32 GMT
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Whitedragon wrote on Fri, 15 July 2005 16:30We made CTM and Siege(our own game mode) server side and they both were horribly boring.

Server side DM was fun, but not many people joined the server running it for some reason.

And yes, Mutation is completely possible to make.

Siege was kinda crappy to be honest, I liked CTM and also DM.

I would appreciate if you released an updated CTM. the mobius is controlled via the scripts, even an objects.ddb mod is over-ridden by the scripts, would you change the object to a flag, and also fix the fact that you can return the mobius to either pedestall please. This would then be a whole new public version of SSCTF, instead of two flags it would be a one flag CTF that spawns in random locations (well not random but you know what i mean).

Even if no one else appreciated it, I would very much

Subject: Re: Mutation Game Mode
Posted by Nightma12 on Sat, 13 Aug 2005 10:03:14 GMT

Quote:COMMAND AND CONQUER

Not yet implemented.

sorry to bump the topic, but if they had not yet made Command and conquer mode, which is what we have now, does that mean they had done the rest?

meaning, somewhere on the EA servers, is the code to make the other modes work? y did they remove them!??!

Subject: Re: Mutation Game Mode
Posted by Slash0x on Mon, 15 Aug 2005 04:49:20 GMT

They were WIP game modes. If you look into the always.dat, there're CTF sounds (for example). If you haven't noticed by now, there was a lot of things they didn't get to finish when EA was taking over. Same with Renegade 2; that was stopped as well because of these frobos.