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Subject: New Gametype?

Posted by [jnz](#) on Thu, 01 Feb 2007 14:45:28 GMT

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I think this is pretty fun

- 1) run around in a vec, untill you get a PM. while doing so, your spawning ceiling guns (that are against you).
  - 2) when you get the PM your vec is lost, you gain a PIC and are teleported to where you started in your vec.
  - 3) you gotter search and destroy all of the ceiling guns on foot. and with your PIC.
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Subject: Re: New Gametype?

Posted by [Jerad2142](#) on Thu, 01 Feb 2007 17:27:10 GMT

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Hmm. Sounds kind of simple, would this be with multiple players? And if so would you set it up so that when you spawned you would be forced into the vehicle. But if you wanted to make it easy on you self you could just stay where you started and not move much, and just deploy all the ceiling guns there. Now it might a bit more interesting if the vehicle that was deployed would randomly move around so you would also have to search for it, but otherwise it seems that it would be pretty easy to win.

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Subject: Re: New Gametype?

Posted by [jnz](#) on Thu, 01 Feb 2007 17:41:51 GMT

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yeah, the veh is automatic

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