
Subject: Nite-Serv New Game Mode

Posted by [Shinigami](#) on Thu, 22 Mar 2012 01:09:23 GMT

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Nite-Serv :: 500 no reload has been converted to Nite-Serv :: Extreme Sniper It's still no reload but is also running agentwite's new !vets system,

after 02 kills you get +25 health & armor after each kill

after 10 kills you get a free random wepon after each kill

after 20 kills you explode when you die

after 30 kills you have a healing auora (self heal)

after 40 kills you have a damaging auora (damage those close to you)

after 50 kills you get stealth.

after you are killed you lose all weapons, auora, and stealth, stealth and auora are reactivated after you make 1 kill.

Map Rotation:

Canyon

Volcano

Complex

Hourglass

Field

Nite-Serv :: Extreme Sniper

Server is located on a0000006j

irc.nite-serv.com #nite1

We are also hosting a CTF server with the same !vets system

Map Rotation:

Canyon

Volcano

Hourglass

Field

Walls_Flying

Glacier_Flying

Islands

Nite-Serv :: Extreme CTF

Server is located on a0000006l

irc.nite-serv.com #nite2

Other server is our coop server

Map Rotation:

Skirmish00

M00_Tutorial

M01
M04
M08
M11

Nite-Serv :: Extreme Coop
Server is located on a0000000h
irc.nite-serv.com #nite-coop

Hopefully everyone likes the new system any feedback or ideas are always welcome.

Subject: Re: Nite-Serv New Game Mode
Posted by [liquidv2](#) on Thu, 22 Mar 2012 01:14:28 GMT
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from the sound of it the best players are going to end up being even better due to perks and whatnot

if the teams were even in terms of player skill this would be pretty interesting

at least it (the rank) doesn't carry over from game to game

what random weapons can people get?

Subject: Re: Nite-Serv New Game Mode
Posted by [Shinigami](#) on Thu, 22 Mar 2012 01:29:30 GMT
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all weapons are available, and yeah everything resets at the end of each map, and its ment to be hard, thats why its called extreme sniper / CTF

Subject: Re: Nite-Serv New Game Mode
Posted by [liquidv2](#) on Thu, 22 Mar 2012 01:51:39 GMT
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make stealth 40 kills and obby gun 50

Subject: Re: Nite-Serv New Game Mode
Posted by [EvilWhiteDragon](#) on Thu, 22 Mar 2012 12:06:30 GMT
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Problem with these things is that the good players will get better a whole lot faster than bad players.

Subject: Re: Nite-Serv New Game Mode
Posted by [Shinigami](#) on Thu, 22 Mar 2012 17:45:42 GMT
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no matter what server you play in there will always be people that are better, the mod is something different from whats about atm and hopefully a laugh to new and older ren players.

Subject: Re: Nite-Serv New Game Mode
Posted by [Sean](#) on Sat, 24 Mar 2012 00:41:55 GMT
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Cool idea, goodluck mate.
