Posted by zunnie on Thu, 05 Sep 2013 03:04:52 GMT

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Medical Center Assault

Medical Center is a map designed by MPF Games with an Assault type of game in mind.

It features a cool looking Medical Center which GDI has to protect at all costs for 40 minutes while Nod has 40 minutes to destroy it.

The Medical Center

GDI's most important Medical Center is centered on this map where wounded soldiers are treated, medicine are developed and tiberium research is done.

At mapload a timer will initialize for 40 minutes within which Nod must attempt to Assault the Medical Center and destroy it.

GDI must protect the Medical Center above all and prevent its destruction or lose.

When the timer of 40 minutes runs out and the Medical Center has not been destroyed by Nod, then GDI wins.

If Nod succesfully destroys the Medical Center then Nod will win the game.

Scientists and Nurses

Inside the Medical Center are working several Scientists and Nurses, GDI should absolutely not kill them.

For every friendly kill of a Scientist or Nurse your points will be dropped by -1000 and your money will be reset to 0 credits.

Nod however can kill them at will

The GDI Base

GDI has three Advanced Guard Towers defending the Medical Center. One at the leff, middle and right of the base accompanied by Guard Towers.

There is a Barracks, Tiberium Refinery, Power Plant, Helicopter Pad and a Weapons Factory.

The Weapons Factory only produces Humm-vee's and Harvesters, all other vehicles are disabled from the Purchase menu.

The Nod Base

All Nod buildings are invulnerable and cannot be killed by GDI. The sole and only purpose is to defend and attack the Medical Center.

There are no limitations to the Purchase options for Nod.

GDI Vehicles

Although the Purchase menu has most vehicles disabled, it is not that GDI won't have any good armor:

At the Weapons Factory spawn 3 Mammoth Tanks, 4 Medium Tanks and 2 MRLS's.

At the Helicopter Pad spawns 1 Orca.

At the Medical Center spawn 2 Ambulances and 1 Medevac Helicopter.

when killed they respawn 1 minute after.

These vehicles are Team Locked to GDI meaning that Nod cannot steal them until at least one GDI has entered them before abondoning it.

Ambulances and Medevac Helicopters

Ambulances repair all units within a radius of 25 meters by firing its weapon. It will sound a sirene when done so.

The Medevac Helicopter refills the health and armor of every Passenger that enters it.

Teamwork

This map requires very good teamwork for both teams to win. Use the tunnels as Nod to your advantage in taking out the (Advanced) Guard Towers.

During the testing phase with more than 30 players at a time both GDI and Nod have won multiple times and the balance seems to be relatively alright.

Thanks for reading!

Video and Screenshots below:

http://www.youtube.com/watch?v=iD_JhwRXqSU

PS: medical center exterior by ack

Subject: Re: Medical Center

Posted by Sean on Thu, 05 Sep 2013 03:20:22 GMT

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Cool idea,

I'll drop by and try it out at some point.

Subject: Re: Medical Center

Posted by Aircraftkiller on Thu, 05 Sep 2013 22:49:00 GMT

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Hey, that hospital model you stole from my Tropics map without asking for permission to use it looks really nice.

Subject: Re: Medical Center

Posted by ehhh on Thu, 05 Sep 2013 23:05:09 GMT

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who skinned those tanks?

Posted by -TLS-DJ-EYE-K on Fri, 06 Sep 2013 17:52:27 GMT

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Aircraftkiller wrote on Fri, 06 September 2013 00:49Hey, that hospital model you stole from my Tropics map without asking for permission to use it looks really nice.

Mad.

Hopefully u took the Time to fix your Map Glitches?

Subject: Re: Medical Center

Posted by EvilWhiteDragon on Fri, 06 Sep 2013 19:39:04 GMT

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Aircraftkiller wrote on Fri, 06 September 2013 00:49Hey, that hospital model you stole from my Tropics map without asking for permission to use it looks really nice. the UVW wrapping looks all off.

Subject: Re: Medical Center

Posted by iRANian on Fri, 06 Sep 2013 19:54:29 GMT

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Aircraftkiller wrote on Thu, 05 September 2013 15:49Hey, that hospital model you stole from my Tropics map without asking for permission to use it looks really nice. haha

Subject: Re: Medical Center

Posted by Ethenal on Sat, 07 Sep 2013 00:15:56 GMT

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-TLS-DJ-EYE-K wrote on Fri, 06 September 2013 12:52Aircraftkiller wrote on Fri, 06 September 2013 00:49Hey, that hospital model you stole from my Tropics map without asking for permission to use it looks really nice.

Mad.

Hopefully u took the Time to fix your Map Glitches? ...I'd imagine he has a right to be mad if what he says is true.

Is Map Glitches a proper noun?

On topic:

the helicopter looks pretty cool, does it have any weapons? is this entirely a player vs. player map or is Nod AI or something? I initially thought it was a coop base defense map, but it seems that it may be entirely humans which could actually be pretty fun

Subject: Re: Medical Center

Posted by zunnie on Sat, 07 Sep 2013 00:48:59 GMT

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Its humans vs humans, no ai in there except for the bots in the medical center.

The helicopter has no weapons no, it just refills peoples health and armor when they enter it

Its a cool map i think But thats just my opinion.

Most ppl seem to like it although there is some confusion now and then about what to do....

I can't make it more obvious though: There are several autoannounce messages what to do every 90s and also when the medical center is under attack it does a custom damaged message telling GDI to protect it and Nod to destroy it when that happens.

Subject: Re: Medical Center

Posted by Aircraftkiller on Sat, 07 Sep 2013 01:19:42 GMT

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I like how he avoids the fact that he's stolen my work and claimed it as his own

Subject: Re: Medical Center

Posted by Ethenal on Sat, 07 Sep 2013 05:37:18 GMT

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That sounds pretty cool. But you ought to address the fact that you (or whoever made this map) did outright steal ACK's building and pass it off as your own... I see no mention of this being from Tropics anywhere, and I just downloaded it to see if it was indeed the same building and it is most definitely THE exact same one.

Just sayin'. DJ, you're a fucking idiot.

Subject: Re: Medical Center

Posted by Aircraftkiller on Sat, 07 Sep 2013 06:48:34 GMT

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It's not unusual for Zunnie to steal things and claim them as his work though. For some reason people find that acceptable. You know he didn't make that helicopter, but you just know he painted

Posted by ehhh on Sat, 07 Sep 2013 14:01:09 GMT

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yeah those tanks look awful

also 40 minutes seems too long, then again the time limit for all your maps are too long!

Subject: Re: Medical Center

Posted by zunnie on Sat, 07 Sep 2013 17:02:47 GMT

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Ethenal wrote on Sat, 07 September 2013 01:37Tropics anywhere, and I just downloaded it to see if it was indeed the same building and it is most definitely THE exact same one.

Oh so thats what AcK was saying..

Alright yes, we used the exterior from his map, the interior on the other hand not.

Subject: Re: Medical Center

Posted by zunnie on Sat, 07 Sep 2013 17:15:20 GMT

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I should probably have made a mention of that. I'll rectify soon

Subject: Re: Medical Center

Posted by -TLS-DJ-EYE-K on Sat, 07 Sep 2013 18:02:59 GMT

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Aircraftkiller wrote on Sat, 07 September 2013 03:19I like how he avoids the fact that he's stolen my work and claimed it as his own

I like how you hopefully can proof that u have a copyright on this and can def. show us. besides that, as usual, you are just trolling and annoying as fuck

Subject: Re: Medical Center

Posted by Aircraftkiller on Sat, 07 Sep 2013 18:09:55 GMT

zunnie wrote on Sat, 07 September 2013 13:15I should probably have made a mention of that. I'll rectify soon

How about you just take it out and make your own exterior? That would be an acceptable solution.

Subject: Re: Medical Center

Posted by liquidv2 on Sat, 07 Sep 2013 20:02:54 GMT

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he's not going to take it out; you can't really make him do it, so it's going to stay there lol

Subject: Re: Medical Center

Posted by Aircraftkiller on Sat, 07 Sep 2013 20:30:11 GMT

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If that's the case, he's got yet another grievance to add to his long list of credentials:

Art thief
Banning without evidence
Spamming forums incessantly
Et al.

Subject: Re: Medical Center

Posted by liquidv2 on Sat, 07 Sep 2013 20:49:39 GMT

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well, the spamming the forums part is kind of true

look at this page, for instance

the only topic with posts in it is one of the two posts not made by zunnie (the other is by jimer,

another MPF guy, and also empty)

keep in mind that zunnie is one of the forum mods now

Subject: Re: Medical Center

Posted by iRANian on Sun, 08 Sep 2013 07:40:51 GMT

Thought this forum had a rule against stealing someone else's work.

Subject: Re: Medical Center

Posted by -TLS-DJ-EYE-K on Sun, 08 Sep 2013 08:53:04 GMT

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I like how ACk avoids answering my request

Subject: Re: Medical Center

Posted by shaitan on Sun, 08 Sep 2013 12:13:45 GMT

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I guess you'd better sue MPF Games, have fun with that.

Subject: Re: Medical Center

Posted by ehhh on Sun, 08 Sep 2013 16:25:35 GMT

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didnt think mpf could get worse

Subject: Re: Medical Center

Posted by iRANian on Sun, 08 Sep 2013 18:44:48 GMT

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Or he could just send a DMCA takedown notice.

Subject: Re: Medical Center

Posted by Aircraftkiller on Sun, 08 Sep 2013 19:37:30 GMT

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I'm not going to sue him, but public shaming is always a great option. MPF seems to love digging themselves into huge holes.

Subject: Re: Medical Center

Posted by DutchNeon on Sun, 08 Sep 2013 23:43:29 GMT

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Too bad the Ren community is pretty much dead and hardly anyone is gonna notice the name and shaming...

How is that HTC One ROM?

Subject: Re: Medical Center

Posted by Aircraftkiller on Mon, 09 Sep 2013 02:54:01 GMT

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I'm content with whoever is left realizing that Zunnie and MPF suck

ARHD 20.1 is great. If you have a One, go get it. It's like stock but incredibly fast.

Subject: Re: Medical Center

Posted by -TLS-DJ-EYE-K on Mon, 09 Sep 2013 06:53:59 GMT

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Aircraftkiller wrote on Sun, 08 September 2013 21:37I'm not going to sue him, but public shaming is always a great option. MPF seems to love digging themselves into huge holes.

You must be very comfy with public shaming, since you had tons of situations where it happened to ya!

I cant imagine how butthurt you must feel to see some1 releasing finished work, not that its an ACk Map which isnt finished at all

Subject: Re: Medical Center

Posted by liquidv2 on Mon, 09 Sep 2013 08:51:54 GMT

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i think DJ thinks he's trolling but he might just be really stupid

Subject: Re: Medical Center

Posted by Ethenal on Mon, 09 Sep 2013 20:32:26 GMT

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liquidv2 wrote on Mon, 09 September 2013 03:51i think DJ thinks he's trolling but he might just be really stupid lol. I'm still wondering why he specifically attacks Aircraftkiller so much...

also, DJ-EYE-K:

Posted by liquidv2 on Mon, 09 Sep 2013 21:13:56 GMT

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wow; they got smart and stuck his dumb ass in a cage so he can't reproduce lol

Subject: Re: Medical Center

Posted by BAGUETTE on Tue, 10 Sep 2013 02:05:56 GMT

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liquidv2 wrote on Mon, 09 September 2013 14:13wow; they got smart and stuck his dumb ass in a cage so he can't reproduce lol

LOL, cage it before it breeeds!

Subject: Re: Medical Center

Posted by iRANian on Tue, 10 Sep 2013 14:18:48 GMT

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Subject: Re: Medical Center

Posted by liquidv2 on Tue, 10 Sep 2013 17:45:28 GMT

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you broke rambo

sounds like you're going to need a Medical Center (.mix) when he's through with you!!!111

Subject: Re: Medical Center

Posted by BAGUETTE on Sat, 14 Sep 2013 03:00:50 GMT

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He was just a tad upset about my name, Ramboner!

Subject: Re: Medical Center

Posted by zunnie on Sat, 14 Sep 2013 10:54:15 GMT

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The map plays great

Posted by liquidv2 on Sat, 14 Sep 2013 12:38:43 GMT

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i'll have to take your word for it, since no one here has seemed to try it out including Azazel who praised it initially and then disappeared!

Subject: Re: Medical Center

Posted by Starbuzz on Sun, 15 Sep 2013 03:00:25 GMT

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whoever skinned those tanks near the WF need to be strapped onto Dr. Petrova's mutant machine and given a FULL DOSE OF TIBERIAN MUTANT SPERM.