

---

Subject: Re: Server Side Hunt The Player  
Posted by [Zion](#) on Mon, 28 Jan 2008 11:02:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cmatt42 wrote on Mon, 28 January 2008 10:53What's the incentive for the mutant(s) to infect others if they're the only ones getting points? I would just walk around in circles. Besides, why would you want to be infected? I don't get it.

Yeah, it kinda goes against the story of "joining forces to save the world". I think that text in orange needs to be revised.

Other than that, it looks like a great idea.

I think something like Zombie mod for CS:S or Gmod would go great in Renegade, you run around fast and melee attack players to change their team to mutants. The 'human' of course have weapons with great push power and unlimited ammo, and mutants have large ammounts of health which do replenish, however will kill them if it reaches 0.

This would be a fun game mode.

---