
Subject: Re: New Renegade game mode!
Posted by [Nightma12](#) on Sat, 04 Jul 2009 21:55:14 GMT
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Just thought id update this topic cz alot has changed since the original post

Ive added in measures to stop people from 'hiding' all game - that is recs are now given out for killing 3 mutants in a row without dieing. And also, a huge marker appears over the head of the person with the most lives every 90 seconds.

Prices and health has also been adjusted on most players and plus ive added a sort of 'fun game mode' to mess around with while you wait for the 4th player to join. - and then it reset everyones scores

EDIT: refills are now blocked properly!
