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Subject: Need Beta Testers for MOD

Posted by [Aronjames](#) on Wed, 07 Jan 2004 03:57:25 GMT

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Well only a few are mentioned (or remembered) in the readme and not all of them are implemented yet. Mostly so that I dont have to deal with balancing everything at once. Well here's the Readme excerpt description

The map is set in a prison compound. There are no bases as this is a DM/CR style map. The GDI and Nod areas are located at opposite ends of the compound in their own little prison blocks. There is a central courtyard which function is still to be decided. Mainly right now to provide some cover. Each base is locked with 2 keycard. Each player automatically spawns with the keycards for their base. The first keycard for each team is located somewhere on the map. The keycards are used to access certain parts of your base ad you need the first card of your enemy to even enter their base. There are keycard spawners inside each base for that base but are protected by locked gates so to get at them you have to sneak behind someone with the cards. And if you manage to collect all 4 security cards inside each base is an area which holds armor and health powerups. Also each base has a garage which houses spawners for their vehicles. GDI has the sedan, and Nod has the Pickup Truck. The Pickup truck is fater than the Sedan but can only hold 2 people and has 100 health. The Sedan can carry 4 people and has 150 health and has a higher traction rating but is slower than the Pickup Truck. Also in this mod the Stealth Soldier has been stripped of weapons save a mine and a scaled down pistol but they remain undetectable closer up than in normal MP. GDI also has a respective Stealth Soldier called the Infiltrator. Also each base has 6 prison cells for captured enemy soldiers. These cells have a heal kit in each of them so that prisoner will have around half health.

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I havent gotten around to it but to even out the stealth Ive decided to add a faint beeping noise to them so you know they are around even if you cant see them. Also adding a decloak powerup to the powerup room that is unavoidable so we dont have uber stealths...

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