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Subject: New Renegade game mode!

Posted by [Nightma12](#) on Sat, 27 Jun 2009 23:12:54 GMT

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Hey folks!

Ive just finished a new game mode Ive been working on and its now officially open and out of BETA on:

a00000004

TsuGaming.com :: Mutation

Game rules are as follows: (this is a direct copy paste )

Quote:The game starts with one 'Mutant' and the rest as GDI. Each GDI member has a limited number of lives. You can use !lives to see your available lives.

When a GDI player loses their last life, they become a mutant, last man standing on GDI wins. Type !GameRules to see these rules again.

You can also use !showlives to show the entire GDI team's lives

The ammount of lives each player has is proportional the the number of people on the mutant team, for balance reasons (eg at the start of the game there is only a single mutant, and so they only need to get one kill to convert someone).

For those of you who participated in the BETA, thank you VERY much, all feedback has been taken into account with balance and bugs. (as well as that lag everyone experience yesterday!) Hopefully we now have a stable game!

As a celebration to the new game mode, tsugaming is offering a \$50 dollar gift card to whoever wins the most games (NR will be keeping track of this) between now and 31st august!

We have also set the radar to full mode to prevent players running off and hiding.

More details on this here: <http://tsugaming.com/forums/viewtopic.php?f=342&t=5811&p=63885>

You can visit the Mutation forums at: <http://tsugaming.com/forums/viewforum.php?f=530>

Please note: We are always welcome to suggestions, if you feel something is unfair/unbalanced please post and it may be adjusted!

- Happy Gaming, hopefully see you all ingame!

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Subject: Re: New Renegade game mode!  
Posted by [Doitle](#) on Sun, 28 Jun 2009 02:48:58 GMT  
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Wow this sounds awesome. I think I may go reinstall and check this out.

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Subject: Re: New Renegade game mode!  
Posted by [Altzan](#) on Sun, 28 Jun 2009 02:57:53 GMT  
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Sounds awesome. I'm gonna have to try this.

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Subject: Re: New Renegade game mode!  
Posted by [Dover](#) on Sun, 28 Jun 2009 08:55:54 GMT  
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Counter-Strike and Left 4 Dead did it first, which is pretty embarrassing considering both games are newer than Renegade..

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Subject: Re: New Renegade game mode!  
Posted by [EvilWhiteDragon](#) on Sun, 28 Jun 2009 09:27:05 GMT  
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I tough reborn made something like this, if not exactly this. Can't find it anywhere now, but I know he made something like this and had it at least partially working, as he showed me a video of it. (Or to StealthEye when I happened to visit him, not sure)

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Subject: Re: New Renegade game mode!  
Posted by [Dethdeath](#) on Sun, 28 Jun 2009 09:55:13 GMT  
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Nightma12 wrote on Sun, 28 June 2009 01:12  
More details on this here: <http://tsugaming.com/forums/viewtopic.php?f=342&t=5811&p=63885>

You can visit the Mutation forums at: <http://tsugaming.com/forums/viewforum.php?f=530>

"The board requires you to be registered and logged in to view this forum."

No thanks.

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Subject: Re: New Renegade game mode!  
Posted by [Goztow](#) on Sun, 28 Jun 2009 10:29:28 GMT  
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EvilWhiteDragon wrote on Sun, 28 June 2009 11:27I tough reborn made something like this, if not exactly this. Can't find it anywhere now, but I know he made something like this and had it at least partially working, as he showed me a video of it. (Or to StealthEye when I happened to visit him, not sure)

I had the exact same thought, and knowing reborn he probably released the source code for it?

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Subject: Re: New Renegade game mode!  
Posted by [rs4015](#) on Sun, 28 Jun 2009 13:21:31 GMT  
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sounds like fun, i should try it out when im free  
...do i need to download something in order to play it?

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Subject: Re: New Renegade game mode!  
Posted by [Nightma12](#) on Sun, 28 Jun 2009 14:26:22 GMT  
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EvilWhiteDragon wrote on Sun, 28 June 2009 04:27I tough reborn made something like this, if not exactly this. Can't find it anywhere now, but I know he made something like this and had it at least partially working, as he showed me a video of it. (Or to StealthEye when I happened to visit him, not sure)

for ren? Ive never heard of this b4

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Subject: Re: New Renegade game mode!  
Posted by [EvilWhiteDragon](#) on Sun, 28 Jun 2009 22:59:48 GMT  
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Nightma12 wrote on Sun, 28 June 2009 16:26EvilWhiteDragon wrote on Sun, 28 June 2009 04:27I tough reborn made something like this, if not exactly this. Can't find it anywhere now, but I know he made something like this and had it at least partially working, as he showed me a video of it. (Or to StealthEye when I happened to visit him, not sure)

for ren? Ive never heard of this b4

Otherwise it wouldn't be relevant now would it? But yes, for ren. Can't find it anywhere though, so I guess someone should find reborn

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Subject: Re: New Renegade game mode!  
Posted by [Hex](#) on Sun, 28 Jun 2009 23:10:29 GMT  
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Hunt the player

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Subject: Re: New Renegade game mode!  
Posted by [Nightma12](#) on Sun, 28 Jun 2009 23:42:02 GMT  
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Hunt the player is alot different! lol

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Subject: Re: New Renegade game mode!  
Posted by [Muad Dib15](#) on Mon, 29 Jun 2009 00:47:08 GMT  
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Dethdeath wrote on Sun, 28 June 2009 04:55Nightma12 wrote on Sun, 28 June 2009 01:12  
More details on this here: <http://tsugaming.com/forums/viewtopic.php?f=342&t=5811&p=63885>

You can visit the Mutation forums at: <http://tsugaming.com/forums/viewforum.php?f=530>

"The board requires you to be registered and logged in to view this forum."

No thanks.

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Subject: Re: New Renegade game mode!  
Posted by [Doitle](#) on Mon, 29 Jun 2009 01:06:18 GMT  
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I like how my post got edited to remove any mention of big scary downloading! I've still got my CD Key as I keep them all in an excel spreadsheet. There's certainly nothing wrong with me going and downloading Renegade and using my own valid CD key for a game I paid for that I no longer have the slightest idea where the CDs are...

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Subject: Re: New Renegade game mode!  
Posted by [slosa](#) on Mon, 29 Jun 2009 01:17:52 GMT  
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This looks fun and should be moved to the mod forum.

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Subject: Re: New Renegade game mode!  
Posted by [Doitle](#) on Mon, 29 Jun 2009 15:40:53 GMT  
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Hmm... the mod forum might be a better place for it but this board probably gets the most traffic. Maybe I'll move it a little later once everyone who frequents General Discussion has had a chance to see it and then let the mod forumers run with it.

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Subject: Re: New Renegade game mode!  
Posted by [jnz](#) on Mon, 29 Jun 2009 16:07:34 GMT  
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Muad Dib15 wrote on Mon, 29 June 2009 01:47Dethdeath wrote on Sun, 28 June 2009 04:55Nightma12 wrote on Sun, 28 June 2009 01:12  
More details on this here: <http://tsugaming.com/forums/viewtopic.php?f=342&t=5811&p=63885>

You can visit the Mutation forums at: <http://tsugaming.com/forums/viewforum.php?f=530>

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No thanks.

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Subject: Re: New Renegade game mode!  
Posted by [futura83](#) on Mon, 29 Jun 2009 18:45:41 GMT  
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I think there's too many PTs really.

I went in before and someone i was fighting with kept refilling on me when i was fighting him as the mutant.

Edit: To balance it out there should be one at either end of the field, but none in the 'middle' as such.

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Subject: Re: New Renegade game mode!  
Posted by [Nightma12](#) on Mon, 29 Jun 2009 19:10:24 GMT  
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Refils are blocked?

Are you sure he wasnt buying his char again? (which costs money, so we didnt have an issue with

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that)

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Subject: Re: New Renegade game mode!  
Posted by [Di3HardNL](#) on Mon, 29 Jun 2009 19:17:21 GMT  
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Fucking awesome! Im starting renegade for this

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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: refils are now blocked properly!

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Subject: Re: New Renegade game mode!  
Posted by [Doitle](#) on Sun, 05 Jul 2009 01:13:53 GMT  
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Time to move to the mod forum or longer still?

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Subject: Re: New Renegade game mode!  
Posted by [reborn](#) on Sun, 05 Jul 2009 21:02:29 GMT  
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Just noticed this topic...

What Nightma12 has made is quite different to what I released. It sounds pretty cool!

Talking of source code, I cannot find the source code to this mode in this thread or on your forums, where is it?

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Subject: Re: New Renegade game mode!

Posted by [mr£Ä\\$Ä-z](#) on Sun, 05 Jul 2009 21:22:34 GMT

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reborn wrote on Sun, 05 July 2009 16:02 Just noticed this topic...

What Nightma12 has made is quite different to what I released. It sounds pretty cool!

Talking of source code, I cannot find the source code to this mode in this thread or on your forums, where is it?

In his Pants, joke. Did he even release the source?

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Subject: Re: New Renegade game mode!

Posted by [Nightma12](#) on Sun, 05 Jul 2009 23:09:54 GMT

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Its up on a0000~4. Theres no plans to release the source code. - But that may change later down the line depending on how popular the mode is

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Subject: Re: New Renegade game mode!

Posted by [reborn](#) on Sun, 05 Jul 2009 23:54:12 GMT

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Even if it is un-popular, probably a nice idea to release the source code. Let others learn and such.

Nice job!

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