Subject: Promotional Video
Posted by dagun on Wed, 09 Sep 2009 20:17:09 GMT
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A completely original game mode made by Nightma12 currently up on a00000004. Visit www.tsugaming.com for more information.

http://www.vimeo.com/6409883

Subject: Re: Promotional Video
Posted by Kimb on Wed, 09 Sep 2009 20:26:39 GMT
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i think ive seen something like this b4

Subject: Re: Promotional Video
Posted by reborn on Wed, 09 Sep 2009 20:44:09 GMT
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Each object that is added server-side causes more work for the server. Those large blockers on walls_flying should be replaced with the large Nod base wall instead. Meaning less objects.

It looks like people enjoy playing it, very cool. B-)

Subject: Re: Promotional Video
Posted by Khyron263 on Thu, 10 Sep 2009 13:55:20 GMT
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Love it! Last man standing ocks!

Subject: Re: Promotional Video
Posted by ArtyWh0re on Sat, 12 Sep 2009 20:14:41 GMT
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I've had a go myself a couple of times, and it was very fun. Check it out!
-1 person starts as a mutant that kills everyone else.
-Each person has a number of lives which if lost will become a mutant.
-The last person who is not a mutant wins.
-Of course you also get recommendations for most kills and K/D ratio.

Subject: Re: Promotional Video
Posted by Brandon on Mon, 14 Sep 2009 23:32:42 GMT
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reborn wrote on Wed, 09 September 2009 13:44Each object that is added server-side causes more work for the server. Those large blockers on walls_flying should be replaced with the large Nod base wall instead. Meaning less objects.

If you do that it will crash clients not running 3.4.4 everytime. :/

Subject: Re: Promotional Video
Posted by Gen_Blacky on Tue, 15 Sep 2009 02:57:26 GMT
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Brandon wrote on Mon, 14 September 2009 18:32reborn wrote on Wed, 09 September 2009 13:44Each object that is added server-side causes more work for the server. Those large blockers on walls_flying should be replaced with the large Nod base wall instead. Meaning less objects.

If you do that it will crash clients not running 3.4.4 everytime. :/

why is that everyone has the nod walls

Subject: Re: Promotional Video
Posted by reborn on Tue, 15 Sep 2009 05:27:11 GMT
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Brandon wrote on Mon, 14 September 2009 19:32reborn wrote on Wed, 09 September 2009 13:44Each object that is added server-side causes more work for the server. Those large blockers on walls_flying should be replaced with the large Nod base wall instead. Meaning less objects.

If you do that it will crash clients not running 3.4.4 everytime. :/

I believe you might be mistaken.

Subject: Re: Promotional Video
Posted by Nightma12 on Tue, 15 Sep 2009 20:52:07 GMT
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These videos were also posted on our forums, figured i would post them here too

http://www.youtube.com/watch?v=YQQ34a8aA3o&feature=related
http://www.youtube.com/watch?v=12m8H57NyXw&feature=related

and my personal favourite: http://www.youtube.com/watch?v=_1qoj__UXko&feature=fvw <<

Shows exactly how hectic the game play is when theres only 2 people left! They get money for killing the mutants, and refils cost money.

Subject: Re: Promotional Video
Posted by dagun on Tue, 15 Sep 2009 23:00:12 GMT
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Great gamemod. Just looking for more players ingame... Give it a try, it is currently up on a00000004 as TSU::Nazi Zombies

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Subject: Re: Promotional Video
Posted by Caveman on Wed, 16 Sep 2009 11:01:22 GMT
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ahh so this is what you was telling me about the other day.. Looks cool man. I'd give it a go if I could. Nice work Lee.

Subject: Re: Promotional Video
Posted by dagun on Wed, 14 Oct 2009 01:58:42 GMT
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Bump

Subject: Re: Promotional Video
Posted by Ryan3k on Wed, 14 Oct 2009 03:18:55 GMT
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dagun wrote on Wed, 09 September 2009 15:17A completely original game mode made by Nightma12 currently up on a00000004. Visit www.tsugaming.com for more information.

http://www.vimeo.com/6409883
i immediately closed the video after linkin park started playing. i was afraid it might be a dbz AMV or some gay shit

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Subject: Re: Promotional Video
Posted by dagun on Fri, 13 Nov 2009 02:09:01 GMT
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...I know this reply is late but really. You didn't even watch the video.