Subject: Re: Funnest Map(s) i have Played in forever!
Posted by Oblivion165 on Fri, 03 Jun 2005 14:33:45 GMT

DJM wrote on Fri, 03 June 2005 09:34Goldfish > Renegade AI

But if I'm not mistaken this is your custom AI right?

Correct, i made them alot more difficult than the average AI. If i didnt put security doors everywhere, all the "Loose" bots in the whole map would come and get you.

Loose - Not stationary.