Subject: Chicken Mod Beta
Posted by bigwig992 on Mon, 24 Mar 2003 00:13:12 GMT
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Just...a beta. Basic chickens are down. Each team has 4 AI to help them out. You start off surronded by rocks, and an invisible PT on the rock, you should be able to target it. Go in, and buy the "Mini Machine Gunner" (slot number 1). Whohoo, now your a chicken. Now walk out the small whole under the box. Than go out and fight amonst the chickens.

Suggestions+bugs go to kidrage11@attbi.com

http://modx.renevo.com/showthread.php?s=&threadid=151

Subject: nice
Posted by ohmybad on Mon, 24 Mar 2003 02:01:54 GMT
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Looking good keep working on it.

Subject: Chicken Mod Beta
Posted by Sk8rRIMuk on Mon, 24 Mar 2003 02:31:27 GMT
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Is it me or are you just trapped in a cell from the start because I spawn in some rocks and can not get out?

-Sk8rRIMuk

Subject: Chicken Mod Beta
Posted by bigwig992 on Mon, 24 Mar 2003 02:38:59 GMT
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Sk8rRIMukIs it me or are you just trapped in a cell from the start because I spawn in some rocks and can not get out?

-Sk8rRIMuk

Go to the PT, adn press 1 (by the mini gunner). That'll get you teh chicken. I guess, I'll have to make a chicken PT icon...

Subject: Chicken Mod Beta
Posted by Halo38 on Mon, 24 Mar 2003 15:34:37 GMT

FYI: you can find a chicken pt icon here
http://modx.renevo.com/showthread.php?s=9b7bcffa7fb9902dc9a3d217034f0342&threadid=147

Subject: Chicken Mod Beta
Posted by bigwig992 on Fri, 28 Mar 2003 02:06:48 GMT

Thanks dude, working on another map, and added a "Fried Chicken". Basicly a chicken with a flame thrower. Next beta will be out soon.

Subject: Chicken Mod Beta
Posted by Sir Phoenixx on Fri, 28 Mar 2003 02:33:40 GMT

Ooo...

Make it where when you set down a beacon a airplane comes in and drops flaming chickens, they run around randomly (and sometimes they find someone close and run after them) and catches whatever they touch on fire, after some time they just explode in a large fire ball.

Subject: Chicken Mod Beta
Posted by bigwig992 on Fri, 28 Mar 2003 02:38:40 GMT

Wouldnt that rock...you get me a "weapon" that looks like a huge fireball, and I'll but it on the chickens. And they will just, run around randomly, then, die. Pointless distractions.

Subject: Chicken Mod Beta
Posted by Imdgr8one on Fri, 28 Mar 2003 03:05:54 GMT

Subject: Chicken Mod Beta
Posted by Dishman on Fri, 28 Mar 2003 05:05:44 GMT

hahahahahahahahahahaha like those bots with severe mental problems...except they're chickens that run around shooting fireballs at random objects at spontaneous moments in the bleak aurora

of time....

Subject: Re: Chicken Mod Beta
Posted by laeubi on Fri, 28 Mar 2003 06:57:22 GMT
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bigwig992Suggestions
Check your PM

Subject: Chicken Mod Beta
Posted by bigwig992 on Fri, 28 Mar 2003 12:18:48 GMT
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Dishmanhahahahahahahahahahahaha like those bots with severe mental problems...except they're chickens that run around shooting fireballs at random objects at spontaneous moments in the bleak aurora of time....