

Garrys Mod and MGE Mod!

Written by Nineteen

Wednesday, 16 January 2013 16:13

We have switched up the servers a bit. So we gave Multi-Mod the axe and put up an MGE mod server. MGE is 1v1 duels, first person to reach 20 kills wins. Its actually quite addiciting. Head on over to the [servers](#) page and join on in, its best played with friends, so start spamming that invite button. You can also see how you rank up against your friends (and foes) [here](#)

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We also decided to give [Garrys mod](#) a try. We are running [TTT mod](#) Hit 'More...' below to learn about TTT mod.

What TTT (Terrorist in Traitor Town) is about is finding out who the traitors are among the other players besides yourself. Using clues, common sense or given tools as a detective can help you separate the innocents from the traitors.

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In the beginning of every round you have a set amount of time before a small group of traitors are randomly picked. As the objective of the game is to work together and defeat the traitors, you never know who it can be, you must always be cautious and rarely trust your "teammates".

If you die you will not respawn till the end of the round once all traitors or innocents are defeated. Once you are killed your body becomes unidentified causing you to be Missing In Action meaning no one knows you are dead, a sneaky way of a traitor to make it seem like more are alive then there really is. If your body IS identified then you will be listed as Confirmed Dead to everyone on the scoreboard.

Equipment

Only traitors and detectives get this special feature to either kill or help the others. The way you can open this equipment menu is hitting the 'C' key as it should be that set by default. If not, select a different key by changing the 'Show Conext Menu' inside the games options.

You may buy this equipment with credits. Once you start you get 2 credits to begin with, as you kill more traitors / detectives you gain more credits to buy more equipment.

By default detectives get a tool called 'DNA Scanner' this can be used to check bodies that have not been dead for long to trace the DNA back to the player that killed them. This does not mean they are automatically a traitor but, it can help.

Keys

Keys that are recommended / needed to have and use while playing

Q - This will drop your weapon so you can pick up another.

C - Will open the equipment menu for the detectives and traitors.

Shift - Used to communicate to ONLY your traitor or detective teammates.

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F1 - Opens a small menu that shows a tutorial and settings

Karma

At the start of every map you are given 1000 karma to start out with, karma can go down if you injure and or kill other players that are on your team and not the enemy's. In example: An innocent

kills another innocent

, a traitor

kills another traitor

or a detective

kills another detective

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Your karma only goes down at the start of the next round after these incidents have happened. If your karma is lowered you will get a penalty to the amount of damage you can do to other players.

By playing "Clean rounds" where you don't hurt any of your friendly teammates you regain some karma. You may regain karma by killing the proper enemy's. You can view your own and others karma on the scoreboard.

Karma bans are enabled on the server. This means if you go below 400 karma you are automatically banned for a set amount of time. These bans cannot be appealed because of the short time the ban gives. If you feel you will be karma banned but it is not your fault, simply disconnect from the server and wait it out. Admins will be around to deal with problems inside the server.