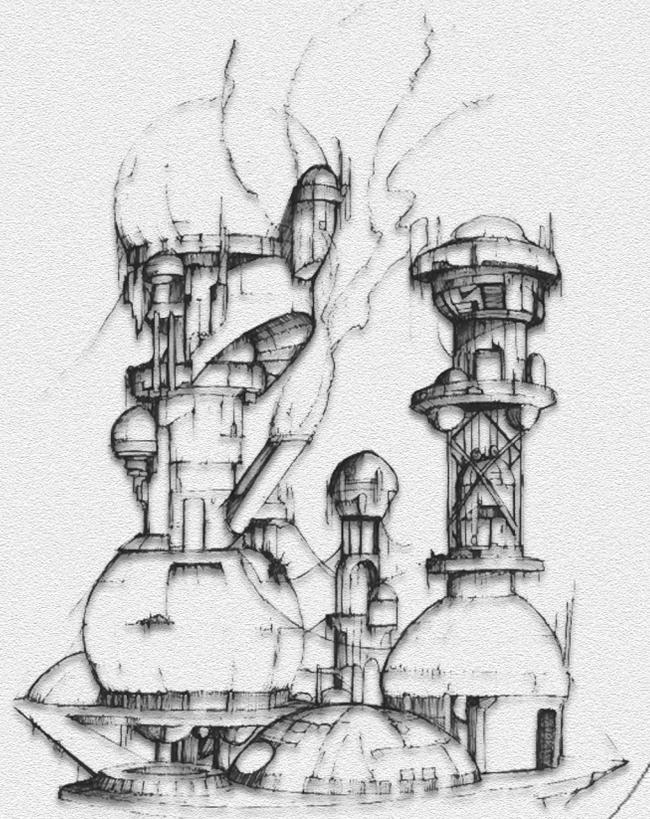
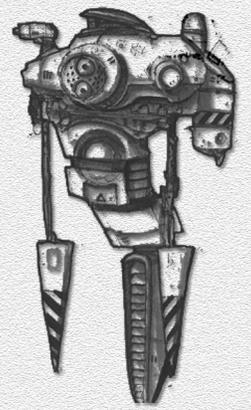
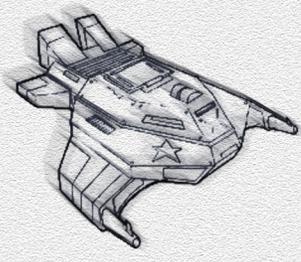
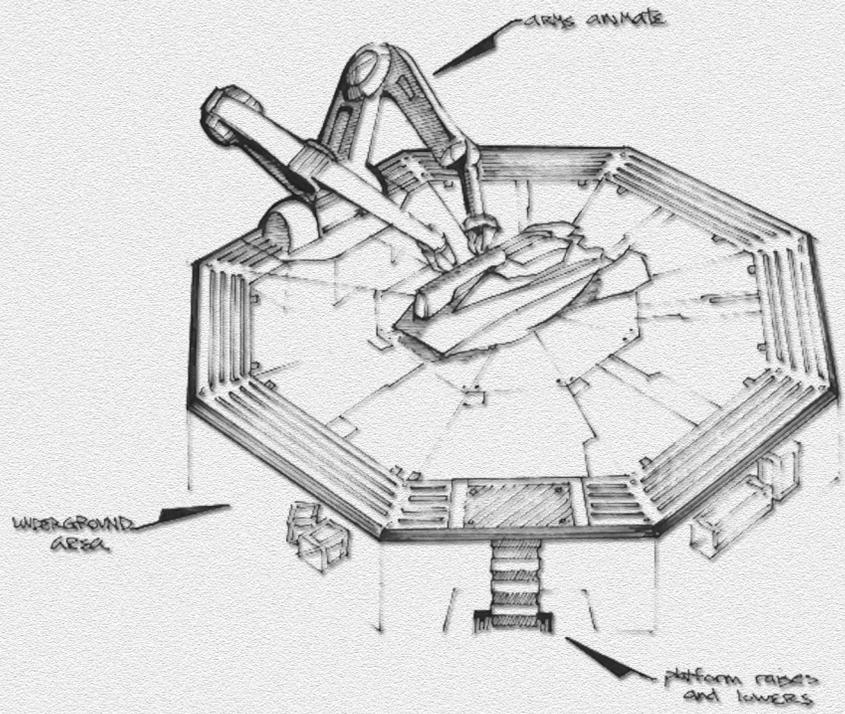
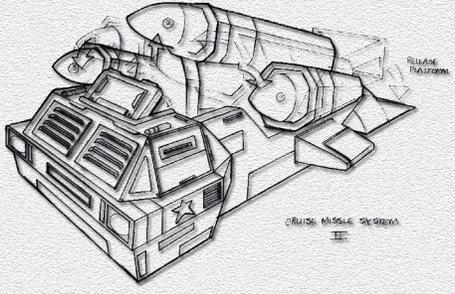
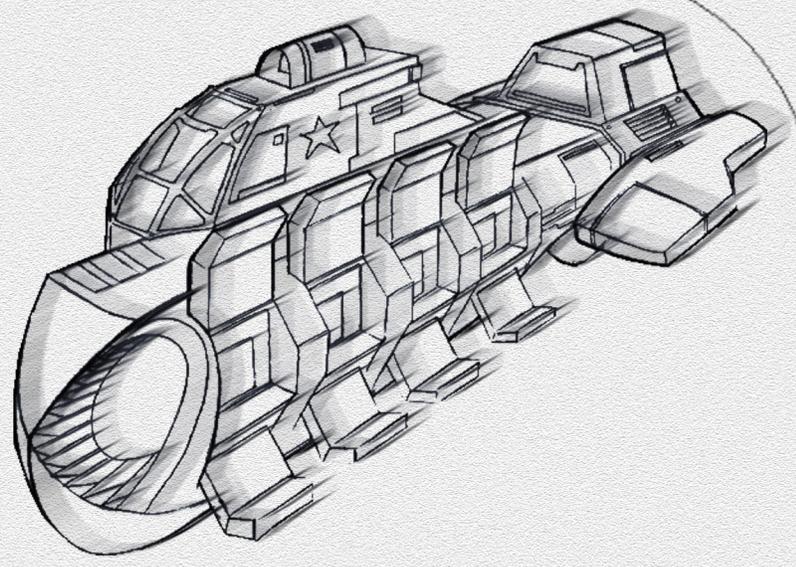


# BATTLEZONE MAGAZINE



**In This Issue**  
Interveiw with Carey Chico  
Uncle Avatar's Scriptor Lesson  
*and more...*

# Interveiw with Carey Chico

by Jonathan "Lucky Foot" Snyder

*We have covered the realm of Battlezone in the programmer's circle, but that's not all that makes a game awesome. There is the graphics and that means there are a whole lot of people behind the creation of the visual side of BZ. Allow me to introduce to you all, Mr. Carey Chico, First artist of Battlezone and Art Director of Battlezone III!*

**JonathanS:** What started you in to the world of art?

**Carey Chico:** Well depends how far back we want to go. My very first art experience was through my mother, who taught me intially to put pencil to paper. This became an obsession and she further aided me by promising me that "if you need anything for your art, let me know and I'll get it for you." She was definitely my benefactor in that regard. She got a watercolor teacher for me in my early years and bought me all variations of paper, pencil and technical pen to keep me going.

I kept going during high school and worked for the newspaper and yearbook contributing art and even becoming Art Director for the yearbook. When I transitioned to UCLA I was undecided in my major but initially stayed on the Art Floor in the dorms. Eventually I chose the Design Major where I learned all manner of art related discipline from photography to textiles to ceramics. I chose design because I felt I could apply it's logical asethetics to anything that I did from there on--and that included 3d modeling.

I remember after college first applying to Blizzard as a 3d Artist. They told me they liked my stuff but that I needed to learn 3DStudio. So I bought the student copy and proceeded to do my own stuff in that as I worked in multimedia for one year. After that year, I had enough stuff to submit to Activision Studios and I got my first job in games as an animator. It was the coolest job I ever had and I would stay at work until 10pm at night daily just engrossed in art and games. I loved it. The rest is history.

**JS:** What got you interested in doing art for games?

**CC:** I was inspired by games at a very early age.

My family was an avid boardgame family and every holiday was surrounded with new board games to play. But it was my neightbor across the street who worked at Atari that really inspired me. I mowed his lawn and every once-in-a-while he would bring me over their latest game. I remember receiving the first Indiana Jones game for the Atari 2600 from him. I then proceed to draw up designs for video games. I remember one design I had dreamed up a vehicle that could change from a flying vehicle into a submarine and then into a car. I drew up all the plans for it with some youthful hope that I could someday make that game. I remember also at this time reading Electronic Games Magazine until the magazine collapsed and was replaced with Videographer magazine. That really bummed me out.

**JS:** What games have you worked on?

**CC:** My first game project was a cancelled game from Activision called Planetfall, which was a remake of an old Infocom text-based adventure game. It could have been cool, but the team had been working on it for over 3 years when I arrived and they had just barely touched the surface of an actual game engine. The cancellation led me to become an artist on a yet unnamed futuristic hovercraft game which eventually became Battlezone 1. I graduated to Lead Artist on that title. After it's release, the team left Activision to start Pandemic and I made Battlezone 2 as Art Director. I went on to make Star Wars: The Clone Wars as Art Director and became the Executive Art Director for Pandemic at that time. Since I went into that role we've made Full Spectrum Warrior I & 2, Destroy All humans 1 & 2, Star Wars: Battlefront 1 & 2, and Mercenaries. We are currently working on shipping Mercs 2 and a new game IP called Saboteur.

**JS:** How many people were on the artist team?

**CC:** On Battlezone 1 we had 4 artists total. One Art Director, myself (Lead Artist) and two other artists. We did everything. I made all the models, the shell and UI and all the terrain and environment stuff.

**JS: Since you were lead Artist on Battlezone II, one was your favorite to work on? what did that allow you to do?**

**CC:** I was actually Art Director on Battlezone II and I had one Lead Artist that worked on that title -- Willie Rosas. That title allowed me to Learn the ropes as Art Director and really have a hand in conceptualizing the whole game. I came up with the world designs and conceptualized the architecture and vehicles for that game. I made all the models, all environment atmosphere and textures as well as all the pre-rendered cut scenes for that game. I even did the music. I poured my soul into that game and spent every weekend working to make it have the best visuals. It's a pity that it didn't sell well.

**JS: What were the inspirations behind the ISDF and the Scions?**

**CC:** Initially, for the Battlezone 2 sides, we were thinking that the new force was really a form of United Nations Space force. As such, our first vehicle tests for the game had the familiar white look of United Nations forces. But, at the time, we were feeling that this was a bit boring so we opted to make them more like cool and colorful vehicles--more like race cars. In hindsight I feel this was the tottally wrong direction to take it in and I didn't know at the time that the military look was more compelling to the audience. I think we made a big mistake with the vehicle stylizations. If I could do it again, I would have kept the military paint jobs from the first game. The Scions were our attempt at using the biometal to transform a human group into the enemy and I had modeled the visuals after a combination of both the Terminator 2 liquid metal and the texture of human bone and muscle features. In fact, an early texture style for the Scions included the actual red and white texture details of bone and muscle, but we scrapped that look because we were afraid that it was looking a bit too gross. But the smooth shapes were retained because were trying to have the enemy vehicles be morphable and the smooth features lent themselves to that effect.

**JS: Did you have a hand in making the worlds that the player fights on in the single player?**

**CC:** That was actually the bulk of my work on that project. I made all the terrain, foliage, rocks and buildings that covered the surface in each map. I also did the atmospheric effects and sky as well as painted all the textures on the terrain. I love terrain and that was my focus for most of the project.

**JS: Out of all the planets in the game, which**

**CC:** Hmmm... Hard to say. I think I liked Mire the most because of all it's foliage and atmospheric effects. But, Rend was quite fun as well with all the glowing lava. When I did the planets, it was a constant refinement of atmosphere, terrain textures and foliage placement that took most of the time. All of the planets had their own mood and I enjoyed refining that mood as we moved forward. The hardest planets to do were Pluto and Core.

Pluto was difficult because it was the very first planet in our game and it had no atmosphere. There was concern that it wouldn't keep player's interest with a black sky and purple terrain, so I had to add some atmospheric fog that gave it more mysterious qualities. Additionally, we had to had very human props like fences to the bases so that they would come alive more than they appeared. I know--silly to have chain fences on the planet with no atmosphere but a combination of those fences and lights made it feel like a real base.

Core was difficult because we show the planet twice with completely different looks. When I did the first version of the planet--which comes after Pluto, I had not resolved what the planet would look like at the end of the game. I wanted it to be completely mysterious and Venus-like just with blue fog. I think it worked out really well with those dense pools of light and mysterious walled sections of terrain. It felt like the hedge maze scene in the Shining with all that snow.

The final Core was difficult because I wanted to give the sense of a giant city, but I had no choice about how much life there could be. So a computer city worked out well.

In the multi-player side, we had a lot of fun creating brand new worlds. I did three that I was very happy with. One was a cave which was quite fun to figure out how to make. The other was a desert landscape which was lush and pretty. I really enjoy that level. The last was a downtown city with buildings and streets. Overall I had a great time making the worlds of Battlezone 2.

**JS: Did you have any hand in the creation of the characters that show up in Battlezone II?**

**CC:** Since I was the Art Director, I oversaw all facets of the art side of things. I participated in the concept stage, I modeled everything in the game, I did all the environment textures, buildings and foliage and atmosphere, and I did the cinematics as well as composed the music for the game. Also, I

animated everything in the game that has animation. There's a lot of me in Battlezone 2.

**JS: Do you have a favorite ISDF and Scion vehicle in the game?**

**CC:** I think my favorite vehicles were the rocket tank and the assault tank--the treaded one. I really enjoyed making them. On the scion side I really liked designing the walkers.

**JS: What did you like about BZ2?**

**CC:** I poured my heart and soul into that game in a way that I don't think I've matched ever since. There's so much of me in that game visually and really enjoyed making the game come alive with the planets and the storyline. I really enjoyed working on it and would love to make a Battlezone III!

**JS: As lead artist on BZ1, what were your duties?**

**CC:** I was the first artist on BZ1. At that time there was an Art Director but he ended up leaving the project for personal reasons. After that point, we got Kino as the Art Director and I then assumed Lead Artist duties. On that project I modeled everything. Like BZ2 I also did all the terrain and environment-based art. Clouds, rain, fog and all. I also did the main shell and interface. There was a lot of me, but I was taking my direction from Kino. Kino's largest responsibility was doing the concept work that I would model things from. I did less texture work on that title as Willie Rosas did all the vehicle textures for me.

**JS: Did you have any hand in the creation of the whole idea?**

**CC:** In terms of the idea, I had a hand in the creation of the worlds and vehicles.

**JS: What was the process of getting things to work between the art department and the programming department?**

**CC:** It was a pretty smooth integration. I worked really well with George Suttly who was participating in the graphics side of the programming effort. There wasn't any odd or difficult components to that part of the process. It was a great team.

**JS: What was your opinion of the whole game when you were making it?**

I was a bit concerned about the need to take the Battlezone license for a hovertank game. There wasn't much there that matched with the original game, but then again, there wasn't much in the original game that was explained. So, in the end, it added a memorable name to the game but I can't say it helped the sales figures any. Overall, I really enjoyed making this game as well. It was my first officially shipped game title.

**JS: From the side of working with tools. I have always been curious how a company chooses it's model format. Why did Activision/Pandemic choose to use Softimage XSI?**

**CC:** We chose Softimage in 1996, before Battlezone 1 or 2 was thought of. The primary reason we chose softimage 3.7 was because of animation work that I was doing on a cancelled project called Planetfall. When we shifted to Pandemic, it was natural for us to segway into Softimage XSI and we've been with it ever since.

**JS: What was your inspiration for the music in BZ2 as it has a more ethreal, spacy feel (for lack of a better word)?**

**CC:** Actually some of my inspiration came from Homeworld music, which also had that same feel. But, effectively I was trying to go for an epic science fiction movie experience with strong themes.

**JS: Do you ever go back and play BZ1 and BZ2?**

**CC:** Yes occassionally I go back to relive my past :)

**JS: Though the following is small, what do you think is the draw to the whole Battlezone Universe that keeps people playing, even after ten years?**

**CC:** Perhaps that it's the only game of it's kind in existence? Unfortunately so, but perhap we can revisit again in the future.

**JS: Battlezone II was easier to mod then it's predecessor and spawned the "Battlezone: Community Project" or better known as Forgotten Enemies. What do you think of all the content available and expanding of the idea you and the art department came up with?**

**CC:** Well, the goal of all our effort was to provide for a strong mod community to keep the game going. Seems like it's working. Kudos to all who have invested their time to this license. I sorely miss working in this game world... †

# MOD UPDATE

## **Battlezone Classic**

*By Avatar*

A Shell demo was released by General Black Dragon of the Shell mimicking the original BZ1.

Avatar is waiting for the release of 1.3pb4 before releasing his mod to the public.

## **X-MOD**

*By ~X~*

X-mod version 3.1 has been released to the public with many new things and fixes from the original releases.

*shotgunsymphony@bistring.com*

## **Hidden Enemies**

*By JonathanS*

Hidden enemies has gone through a complete conversion from 1.3pb3 to the private beta thanks to the help of Nielk1. At present they are getting to release a Demo of the mod.

<http://www.bz2md.com/smf/index.php?board=47.0>

## **Rise of Jenova**

*By Raven*

Suffering a catastrophic hardware failure, all but two models of the mod have been lost. Raven has expressed no desire to try again from scratch and the mod itself has been official scrubbed.

<http://www.ravenmod.com/>

## **Cerberi Revenge**

*By JonathanS*

Cerberi Revenge ran in to some tough problems preparing for 1.1 including some problems haunting for 1.0. Thanks to General Manson these are being chased down and a 1.0.2 patch will be released soon fixing the major issues with the original build.

## **STEEVEEO'S RECYCLER VARIANT**

*By Steeveeo*

Steeveeo has released a brand new 2.20 version of his Recycler variant to the public.

## **MUTATOR RECYCLER VARIANT**

*By Nielk1*

Nielk1 has released a new Recycler variant called the Mutator Recycler.

## **QF Mod**

*By BigBadBogie*

The anticipated mod, QF mod, has been released in the wake of the 1.3pb4a patch to the public.

Featuring many missions, a new group, and non-stop action, it is a mod to satisfy even the best players to beat it.



### SHIP INTELLIGENCE

**Name:** Exterminator

**Race:** Phaer-Rhan

**Mod:** FleshStorm

**BZPatch:** 1.3pb3

#### About:

The Exterminator is the light tank of the Phaer-Rhan empire armed with Supressor Gun is well designed to fight Swarm units.

The pilots trained to fight to the death if cornered, it is one of the main units that keep the slim edge against the Swarm.

### COPYRIGHT INFORMATION

*Adventures of Grizzly one by Ben Bradley*

*Fishbone's Guide to modding by Fishbone*

## TIPS AND TRICKS

### “Fishbone’s Guide to Modding”

*Though already famous, Fishbone’s guide to modding is a must read for any modder, new or experienced.*

So, you have a cool idea and want to make a mod out of it. Before you start working on anything, compile a list of features you want in your mod.for example:

feature list

- single player campaign (10 mission)
- 1 new race (balanced to the 2 existing races)
- multiplayer maps (both Strat and DM)
- ability of some units to do something special
- etc.

now look at your feature list and compile a unknown list, where you list all the things you have on your feature list, but do not know how to do, or have never done it before.

let's say I know how to make maps and build new models, but do not know how to code dlls or balance a race. my unknown list would look like this:

unknown list

- making missions
- making a single player campaign
- balance a new race
- etc

Now take this unknown list, and try to learn what it takes to make what you want.

for example:

making missions

You know that you will need to code dlls. so learn all you can about dlls by looking at the tutorials available online. once you have found BSer's dll scriptor, you will have to start making a demo mission, to establish that you can do it. Just give the player an easy objective and let him win if he completes it. Thus, you established that you can build missions.

so you can scratch this from your unknown list and go on to the next item.

if you don't have a clue for where to look for a certain item on your unknown list, ask in the forums. They will send you to a tutorial that will help you. **However, expect to have to learn alot by doing.**

# BATTLEZONE COMPLEX

- Forum
- Gallery
- Bug Tracker
- Wiki
- Blog

use the Gallery to share your Past Games and Creations with the World



NSDF

Contents [view]

- 1 The Resolve of the Stars n' Stripes
  - 1.1 Units
    - 1.1.1 Razor
    - 1.1.2 Grady
    - 1.1.3 Badger
    - 1.1.4 Scavenger
    - 1.1.5 Recycler
  - 1.2 Source
- 2 Battlezone Classic Mod

## The Resolve of the Stars n' Stripes [edit]

With research and development moving along at full speed, both the Soviets and Americans hit a brick wall in their mutual lack of bio-metal. The supposed "under-substance" that Arkin ranted endlessly about was in extremely short supply on Earth. Neither side had enough to complete more than a few vehicles.



Fortunately for both nations, the Blitzkrieg mentioned in Krankin's memo took far longer than he'd intended. By early July of 1947, when the moon Nazis finally packed into large carrier ships for the invasion of Earth, they were tired, hungry, and desperate.

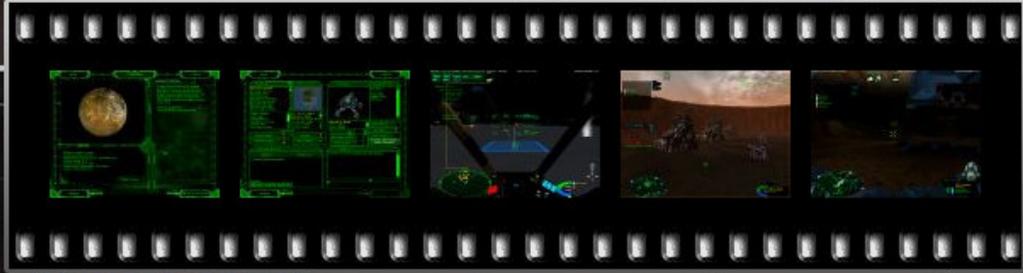
It didn't help morale at all when half of the German invasion force was obliterated upon descent to Earth by American rockets. And the ones who did reach the Arctic region had little time to prepare for battle, as they were greeted unceremoniously by the U.S.'s small but well-positioned new army. After an intense land battle that lasted only a few hours, the weakened German forces retreated back into space.

As this was happening, The Russians and Americans were already scouring the Earth in search of bio-metal debris from the shot-down carrier crafts. With the exception of an isolated mishap in the vicinity of Roswell, New Mexico, all of the bio-metal was recovered and immediately put into use on new units: Within days, both sides were following the fleeing Nazis back into space.

Before the year was out, the German forces had been eliminated in an epic three-way conflict. But the war had taken its toll on the victors as well. The NSDF and CCA had grown too much too fast and the bio-metal supply had once again dwindled. Attention turned tensions back home. During this time, the non-Earth forces enjoyed a period of relative peace.

It wasn't until the Bering Strait meteor shower of 1952 that the space conflict went back into full swing. Neither Stalin nor Eisenhower could afford the risk of giving the enemy the upper hand, so both sides had to fight as if the world - perhaps the system - was at stake. While they put on quite a show for the masses down below, the true cold war was just beginning.

The following units developed over the course of the CCANSDF conflict to play a vital role in the NSDF's ultimate victory.



Contribute to the Community by editing the Wiki or talking with Friends...

Announcement Showbox Item Disruptor BZMaps

Showbox

Post message: [input] [Post message] [Smilies] [B] [I] [U] [IMG] [URL]

Sun May 25, 2008 7:37 am | **Steeveren** | [X] [?] [H] I had an aoutal link to the end product, thought I post one

Sun May 25, 2008 8:13 am | **Steeveren** | [X] [?] [H] the well greates your post, see: PROOF LOL

Sun May 25, 2008 8:13 am | **Steeveren** | [X] [?] [H] it proves when two things are true. An expiration date I did not set, and someone shouts.

Sun May 25, 2008 1:06 am | **Steeveren** | [X] [?] [H] [H] BTW, we just had a major lightning storm. About 9-15 flashes per minute, and this was in WASHINGTON STATE, which is, well...very unlikely to get this type of weather...it was meant for what we're used to (2-3 flashes then kaput).

Sun May 25, 2008 1:23 am | **Steeveren** | [X] [?] [H] what are you talking about? I triggered it? And btw, who keeps deleting the showbox messages? Certainly, prove after page 4, not 4 days.

1, 2 Next

Manage mods and other Projects with Tools like: private Bug Trackers and Forums

Mods

- Battlezone Classic**  
Game: Battlezone 1.3 | Status: Beta | [edit] [bug] [info]
- BZTron**  
Game: Battlezone 2 1.3 | Status: Beta | [edit] [bug] [info]
- BZ Elite Corps**  
Game: Battlezone 1 | Status: Public Beta | [edit] [bug] [info]

2008-06-06

Main | My View | View Issues | Report Issue | Change Log | Roadmap | Summary

Viewing Issues (1 - 31 / 31) [Print Reports] [CSV Export]

	P	ID	#	Category	Severity	Status	Updated	Summary
<input type="checkbox"/>		0000026	4	[Battlezone Complex] Bugs	minor	confirmed	2008-06-05	Error when Editing or searching
<input type="checkbox"/>		0000043	1	[Cerberi Revenge] Bugs	major	new	2008-06-05	Missing File
<input type="checkbox"/>		0000041	2	[Cerberi Revenge] Bugs	major	acknowledged	2008-06-05	Mission 3: Stuck AIPs
<input type="checkbox"/>		0000008	1	[Cerberi Revenge] Feature Requests	minor	assigned	2008-02-27	Cerberi IA

Select All

new feedback acknowledged confirmed assigned resolved closed

Log your Work and Play in the Forums or request Blogging rights

# Letter From the Editor

Well, It's taken me almost forever and a day to get this next issue out, but I've made it. Life has been hectic for me with life decisions and stress from work all surrounding me at once, but things have been able to calm down enough for me to finish this issue.

Alright, what we have for you in this issue is an interview with Carey Chico (thanks to Ken Miller for arranging this) and a tutorial by our own Uncle Avatar for those who are still confused with the BZ2scripter. Feared\_1 has been gracious to supply the Battlezone Magazine with exclusive DM Map called "Rock Canyon" which is available for 1.2 AND 1.3.

For you BZ1ers who read, Lil' Stealth of The Battlezone Club has allowed me to release his Aircraft arena!

You should find that in the goodie bag.

Big thanks to all those who helped make this issue possible and to Nielk1 for continuing to help me by providing covers and advice!

Until issue six,

Jonathan Snyder  
*Battlezone Magazine Editor*

# BATTLEZONE ART

## THE ADVENTURES OF GRIZZLY I

By Ben Bradley



Want to Submit your Comic/art?

Got artwork? Well, we'd like to include it in the next issue of BZmagazine. Please send your art-

# Uncle Avatar's Scripting Tutorial

*By Avatar*

OK, here we go.

Let's take a map we're all familiar with, Dunes.



Start the map by making a shortcut to it like this:

**"C:\Program Files\BZ\Battlezone II\BZ2Edit.exe" dunesi.bzn / nobodyhome**

That line should be in the 'target' window of the shortcut, and will start the map completely blank. No paths or DLL or anything...

Fire up the map and you're sitting in a Sabre in the middle of dunes. The exact middle, by the way.

You'll also notice a LOT more map with this one. That's because loading it up empty removes the 'edge\_path' that limits the view to the playable area of the map. Now you can see all of the terrain, including those areas that you normally can't. There are also no ruins or pools, but we'll deal with them later.

Once the map is up and running hit SHIFT-F9 to enter the path editor. It opens in a window for various reasons, so if you want to you can use SHIFT-ENTER to make it fullscreen. Just remember to put it back to a window before trying to save your map...

It should be mostly green-blue with a big yellow squiggle above a big green square. The green square is YOU, the yellow squiggle is the cliff in front of you. Use the '-' (minus) key to pull back and get more of a view of the terrain. The further out you go the more terrain it'll show and the slower the response. There's also a limit as my screen goes black if I pull back out too far.

There are other views, which you turn on via the simple menu used in the path editor. What you're looking at now is called 'slabs'. Hit 2, then 1 to turn them off and stare at a black screen. Hit 2, then 6 to get a green-screen height view. There are times and maps when you might want to view height rather than slabs, but usually slabs will give you a decent idea of where you are on a map. Move the view by moving the cursor to the edge of the screen.

Now to set some paths.

Move your view 'up', to the area the humans usually spawn in, at the north end of the playable area. We'll lay a path point to create our

Recycler.

Hit 1,2 and left-click somewhere on the map. A path point will appear and a small text box with 'path\_1' in it will open at the bottom of the screen. Left-click on the text box and a dialog box will open in the middle of the screen. (if it doesn't you're one of those people that will HAVE to run the editor in a window)

This dialog box has a few things in it, but nobody's sure anything beyond the name does anything anymore. So for now just change the name of the point to 'myrecycler'. Hit "OK" and the box closes AND the name in the text box updates but doesn't close. To close it and end making the path right-click somewhere outside the text box.

There. You just made a path point. I don't know why some people are so scared of the Shift-F9 editor, as most of the time this is as complex as you need to get in there.

Place a few more points, 'myturret1' and 'myturret2', and then move down to the Southern area so we can set up the AI. Place 'airecycler', 'aiturret1' and 'aiturret2', which should be enough for now.

If you're in Full Screen mode hit Shift-Enter to get back into a window. Hit ctrl-S to save the map, preferably with a non-stock name. I usually exit the map at that point by hitting Shift-F9 again, then ESC and ABORT. Shift-F9 can be finicky, and it's easy to get stuck in it (or a sort of an editor view) after using it, so I just finish up and end the map after saving.

Now change your shortcut to get rid of the /nobodyhome and change dunesi.bzn to whatever you named your map. Start the map back up again and hit ctrl-e to enter the editor. Place some pools, some loose scrap, play with the ruins, and when you're done hit the PATH entry at the top right of the tool set. Notice where it says "empty.dll", and change that to "myscript.dll". Save the map again.

That's it for map prep for this simple mission. On to the Scriptor!

Fire up the Scriptor and hit BUILD, then save the blank script as "myscript", and do so IN the \missions folder. You can hit the 'auto add' button OR if you like, answer 'yes' to each object name when prompted. If you save the script there it'll build the DLL's there and they'll be ready when you run the mission. Just don't forget they're there, and remember to include them in the map zip when you release it.

First you need to add the units you are going to place in the [objects] section. Put:

[objects]

MyRecycler  
MyTurret1  
MyTurret2  
AiRecycler  
AiTurret1

AiTurret2  
ThePlayer

We'll want an objective, so add some to the TEXT section of the script:

```
[text]
Obj1,"Destroy the enemy Recycler"
Obj2,"Good Job!"
Obj3,"You're DEAD!"
```

Now, I usually start with setting up the map as part of the MAIN routine. To do that quickly I set up MAIN to run very fast. I'm also going to make my comments Scriptor comments so below should actually work in the Scriptor:

```
[routine,Main,10000,true]
```

```
//Give yourself a Recycler and two turrets, built at the path points you placed.
```

```
createp,MyRecycler,"ibrecy",1,"myrecycler"
createp,MyTurret1,"ivturr",1,"myturret1"
createp,MyTurret2,"ivturr",1,"myturret2"
```

```
//which is of course:
// "Build at Path Point", Name of build object, ODF to build, Team to build it on, Path Point Name.
```

```
//Now for the enemy... you can copy/paste the above and change a few letters if you want...
```

```
createp,AiRecycler,"fbrecy",1,"airecycler"
createp,AiTurret1,"fvturr",1,"aiturret1"
createp,AiTurret2,"fvturr",1,"aiturret2"
```

```
//now slow this routine down to normal
```

```
runspeed,Main,1,true
```

```
//now for an objective, and light up the enemy Recy in your HUD.
```

```
Clear
Display,Obj1,white
Wait,5
BeaconOn,AiRecycler
```

```
//you might like some scrap to build pods, or make it enough to build a Scav if you want, but for this mission we'll just keep it at 10 for now.
```

```
SetScrap,1,10
```

```
//we'll turn on a separate routine to watch for YOU to die:
```

```
runSpeed,WatchPlayer,1,true
```

```
//now we'll set up to watch the enemy Recycler
```

```
CHECKAGAIN:
IsAround,AiRecycler
IfEq,True,CHECKAGAIN
```

```
//which will loop until you destroy the enemy Recy
```

```
Clear
Display,Obj1,green
Display,Obj2,green
Succeed,10,"misnWIN.des"
```

```
[routine,WatchPlayer,0,false]
```

```
//turned 'off' until we turn it on in MAIN
//get the Player object and make sure it's around
```

```
CHECKAGAIN:
GetPlayer,ThePlayer
IsAround,ThePlayer
IfEq,TRUE,CHECKAGAIN
```

```
//gets here only if you're dead, to display the bad news
Clear
Display,Obj1,red
Display,Obj3,red
Fail,10,"misnFAIL.des"
```

```
//that's it... a very simple mission but it does outline the steps needed to get a working mission up and running.
```

```
//So, maybe we should use this as a basis and add to it, based on requests? You tell me...
```

```
-Av-
```

# News from the Front

**Dom (cmd), Me, Don, Dr.M**

Vs

**BB (cmd), Giggles, BSC, Elephant**

Well yesterday or last night at about 12am GMT a strat was just kicking off on Haven.

Well Dom left after about 20mins and he left us in a good situation, 6 pools planted, blast tanks out, 5 rats at base for def etc. Ares or -}GoD{-Snape joined to replace him. Immediately I got 2nd upgrade and start ratting pools to secure them. Anyway the game progress and didnt change much except from I got more upgrade ( i had 4 at one point ) and bb had blast also.

We was finding it really hard just to stay live, when really we shoulda been smackin' them. My team were abit dumb and at times didnt understand simple commands such as "stay in mid" and "dont chase." Well this is what they didnt do so they lost tank after tank. BB was in a scout flaring rats hitting my base etc, basically trying to make us break. Still I kept ratting pools and kept them at 2 pools.

Eventually we had some leavers/joiners. Don and Ares left my team and eventually tuB\_But and Dragster replaced them, bot not long after Drag left and porksword joined. On BB's team Giggles and BSC left, WWI and Juggs joined.

On paper its arguable that I had the better thugs, well it didnt seem like that to be honest. At one point in the game my thugs were dieing almost twice as much as BB's were. They were stupid, chasing BB which is kinda what BB wanted, this meant the tanks would leave BBs base and destroy rats trucks etc mid. It got very frustrating at times. I knew what the plan was and if they stuck to we could of ended much sooner. Dr.M died more than any player in that game and he didnt understand that if he sent bomber while enemy tanks are alive they would kill it.

At one point the game turned, I was down to 2 pools and lost all field rats, and only had 1 upgrade, and at this point I did think we was gonna loose. Eventually we got back on our feet, too how we was before with atleast 2 upgrades ratted field again bla bla. We was struggling to end ( BB is one tough mofo to crack if you didnt know that ) we tried quite a few things which didnt risk losing our ground - which is one thing you dont wanna do vs BB. Tried bomber, reg mortaring over fron hill, ratting outside his base with trucks rats and M curt, chains on tanks ( kinda worked we killed fac twice and powers but we kept dieing more too ) and I was gonna get rocket tank but plan fell through before we got that far. My team was very impatient

at some points when we were close, they would start panicing and rushing and losing my tanks. So we kept taking 1 step forward 2 steps back. Ultimately I was trying to starv BB from scrap, and I think it worked cos this is when it ended.

Anyway 265mins/4hours 25mins later the game just started to end. It seemed to end so fast kinda cant remember how it happened. All I know is they was all out of ship for I think one of the only times in game, unbelievably my team was fast at swaping tanks and getting pods. We rushed into BBs base kill all his def/trucks, kept them out of ships and I sent all rats from pools and mid to his base. GG.

@BB. Notice how I never hit your base with scout whole game? I did this for a reason and I think it payed off. I know your an excellent counter attacker probly the best and I didnt wanna lower my teams chances of survival by just killing a few of your rats and maybe a power, which you would just rebuild anyway. I knew the only way I woudl beat was to do what I did - control the game. I must have lost about 6 upgrades, 2 bomber bays and about 100 rats/tanks that game . I didnt understand how the 4 of us couldnt kill your 3 tanks in and around your base. The key point for this is the way you had your bay placed it was very effective.

GG - Longest Ive had by an hour and half. GG all - even my dumb thugs who couldn't followe orders! Oh and btw this game could have gone either way, like BB said it was kinda luck we won. Its one of those games were luck was gonna win it, in my opinion.

*(Reported from the field of Battlezone II 1.2 Patch)*