

Hello Again!

Hello all! This is the first time that I have uploaded more than 1 PM at a time. There are 2 physics models in the folder as you probably know.

Most of the weapons have been changed to something else that I wanted, you'll find these things out as you play. The main idea here is that you must keep your distance when shooting all weapons except for the flamer.

The advantage is that if an enemy is anywhere near the point of impact of a weapon, they will be affected by it. The disadvantage is that you can't stand too close or you risk killing yourself, except when you have the flamer.

The second PM is the same but you must stand even farther back than you must in the first one!

Have Fun, Play hard, Kick Ass!

Studman14