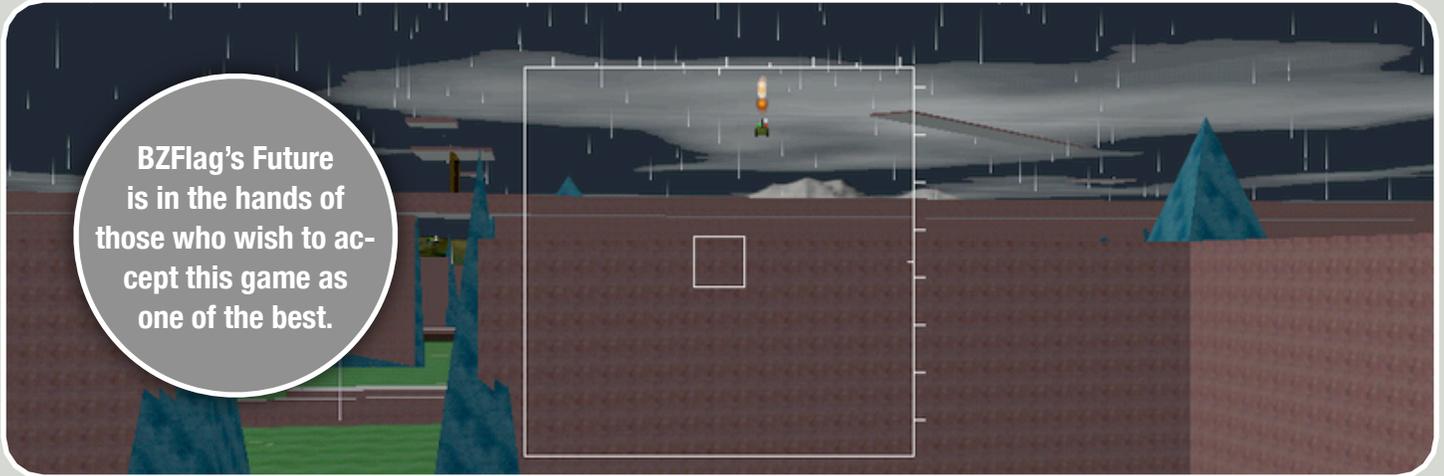


February 2007

BZFLAG

BZFlag's Future is in the hands of those who wish to accept this game as one of the best.



BZFLAG – RUINING THE LIFE OF PRICEY GAMES

BZFlag stands for Battle Zone Capture the flag. The game currently is at version number 2.0.8 You can download it at: www.bzflag.org (info below from the bzflag wikipedia)

OVERVIEW:

In a game of BZFlag, players drive around tanks, viewed from a first-person view, in a server-defined world (also known as a "map"), which can be modified. The basic objective is to destroy opponents' tanks, which are tanks of another team's color. For example, green tanks are supposed to try to destroy red, purple, blue, and rogue tanks. Rogue tanks do not have any allegiances to a certain team and are therefore able to kill anybody.

There are styles of game play that modify the objective. Styles are server-based, as the server operator chooses what style to host. If there is no special style indicated by the server owner, the only objective is the above (to simply kill opponent tanks), it is called a "free for all", or "FFA" for short.

There are two other objectives and corresponding styles (three in total): a style called "capture-the-flag" (or "CTF" for short) in which tanks try to pick up an opponent's flag and bring it to the tank's home base (a small area marked with the team's color that simply is the home of a team), or a style called "rabbit chase" in which the objective is to have every hunter (colored red and yellow) tank try to destroy a particular white tank, called the "rabbit."

Servers can change the game mode and have custom maps made to fit the properties of the game. Certain thresholds are used to catch malicious players and kick them off the server, as well as message filters, and an entire collection of other anti-cheating features.



Overlord Map

This map can be found at the server: **silvercat.tybox.net:5154**
Have fun