

## zm server anyone?

Posted by Che ken - 04 Oct 2009 18:54

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I was just thinking that TWK has had almost every kind of mod I have ever seen (Private server included). Although the one I haven't yet seen is a zombie server! 🤖

Now I'm sure there are at least 2 others here that'll agree with me that zm servers a great fun and challenging, and I was thinking that it would be a great laugh with all of us on it (would be fun for compos too, like how many kills can you get as a zombie, or how many rounds can you survive).

If it was to replace a current server, the one I'd suggest is the pistols dm as it only has a max of like 4 people on in the day (and it's not perma so less people lost and possibly more people gained). If it is successfull I was also thinking that it might become permanant instead of just a temp change, but again that's only if the majority agree.

So, what do you guys think? I'm sure you know my answer by now 🤖

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## Re: zm server anyone?

Posted by Che ken - 07 Oct 2009 17:25

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Ncore's got five, plus me and Lee makes 7 also pos demonic 🤖  
Now all we need is

a) A mouse for me

and

b) random players to see us on it!

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## Re: zm server anyone?

Posted by Demonic - 07 Oct 2009 21:46

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**Che ken wrote:**

Ncore's got five, plus me and Lee makes 7 also pos demonic 🤖  
Now all we need is

a) A mouse for me

and

b) random players to see us on it!

Myeas! 😊

Thanks a lot vogon 🙏

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## Re: zm server anyone?

Posted by Luckie - 07 Oct 2009 22:03

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when I had the tag protection problem on GG I was receiving "Error verifying steam user ID ticket" errors. Don't know if that's anything to do with it.

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## Re: zm server anyone?

Posted by Lee.H - 07 Oct 2009 22:46

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Just throw me a message and i'll join ya, if im not already on there 😊

I will also bring a few of my friends.

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## Re: zm server anyone?

Posted by DreamState - 13 Oct 2009 14:56

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I encourage everyone to have a go on the new zombie server - we have put up a lot of Zombie Escape maps and they are a great deal of fun. We have also spent a good deal of time tweaking it to try and make it as fun as possible.

Basically, the humans are on the run, closely followed by the zombies. The premise is merely to escape - but beware of the traps!

There is a problem with the buy menu atm but in most cases you can just buy normally. Sometimes it works - this is being looked into - shotguns are under the 'equipment' menu. Type !zmenu for the zombie menu, !zbuy for the buy menu, !ztele to teleport yourself if you are trapped (zombies only) and !zstuck to try and free yourself if you get stuck on an object.

Some of the maps must be seen as they are truly excellent 🤔  
(Lord of the Rings for example).

Word of warning - its a little daunting at first - but you will soon get the hang of it - in most maps there is a target area to reach. Some maps are more obvious than others - some require some additional things to be done.

81.19.209.200:27110 @ TWKgaming.com CSS#6 | ZOMBIE ESCAPE! [HLSTATSCE]

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## Re: zm server anyone?

Posted by DreamState - 13 Oct 2009 14:59

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In fact, it seems an opportune time to make sure everyone has all the servers up-to-date 🤔

81.19.209.200:27030 @ TWKgaming.com CSS#1 | Warcraft:Source-Exp Saved [HLSTATSCE]

81.19.209.200:27050 @ TWKgaming.com CSS#2 | Classic Gungame [HLSTATSCE]

81.19.209.200:27060 @ TWKgaming.com CSS#3 | \*Pistols Only\* Deathmatch [HLSTATSCE]

81.19.209.200:27070 @ TWKgaming.com CSS#4 | Public Source [NO AWP/AUTOS/FF][HLSTATSCE]

81.19.209.200:27080 @ TWKgaming.com CSS#5 | Surf\_Deathmatch [HLSTATSCE]

81.19.209.200:27110 @ TWKgaming.com CSS#6 | ZOMBIE ESCAPE! [HLSTATSCE]

81.19.209.200:27130 @ TWKgaming.com HL2#1 | Hidden:Source [HLSTATSCE]

81.19.209.200:27090 @ TWKgaming.com TF2#1 | Payload 24/7 [HLSTATSCE]

81.19.209.200:27100 @ TWKgaming.com TF2#2 | Public | DICEMOD [HLSTATSCE]

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Re: zm server anyone?

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Posted by Ncore - 18 Oct 2009 01:53

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The zombie server is VERY full tonight:D

Was at most 20 i think, couldt be more:P hehe:)

But many people, i got good feedback to:) The liked the server, and they loved me:D

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## Re: zm server anyone?

Posted by DreamState - 18 Oct 2009 14:04

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### Ncore wrote:

The liked the server, and they loved me:D

Haha Ncore!

Yeah, its been a very good start for a new server and I've never laughed as much recently as when I was on the other night 😊

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## Re: zm server anyone?

Posted by eskimo - 18 Oct 2009 14:37

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i want a barricade map !! 😊

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## Re: zm server anyone?

Posted by M3ntoz - 18 Oct 2009 18:46

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barricade + no reload = humans win 100% ?

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