



A GAMEMODE BY NOEXECUTE17

[Development booklet]

Introduction

Once upon a time, Noexecute17, a regular Murder and Trouble in Terrorist Town player, was thinking about the issues of its two favourite gamemodes.

For him, Murder was a great gamemode, but it was too unfair that not everyone had a gun to defend himself. On the other hand, he thought that Trouble in Terrorist Town was a little too complicated and technical for him and those who just want to have fun instead of dealing with complicated rules and gameplay.

So he wanted to create something that dealt with both of these problems. And thus began the creation of Psychopath Policeman.

The goal of Psychopath Policeman is the same as Murder and Trouble in Terrorist Town : There is a traitor among the group of policemen which you belong to, and the goal for the other cops are to find him and kill him.

The unique gameplay elements of this gamemode will be covered on later pages.

What are the differences between PsyP and Murder/TTT ?

Psychopath Policeman, in order not to look too much like its parent gamemodes, features some gameplay elements proper to itself :

- There will be an arsenal of 5 weapons available for the players, two of which can only be used by the traitor, otherwise known in PsyP as the **corrupt cop**.
- In order to include collectibles in the map to spice the game up (e.g. The clues in Murder), there will be several pieces of equipment that the policemen, including the corrupted one, will be able to pick up along their way. The single weapon which the player carries is chosen by him at the beginning of the round, but helpful stuff other than weapons will be spread across the map.
 - The maps used by the gamemodes are intended to be chosen or modified in order to include usable environmental elements and other objects which the players can use to set up traps. I thought that'd be funnier than just attacking with your weapon like a full-adrenalined Spartan.
- Unlike in TTT, there will be no shop included in the original gamemode. Like I said, I want to keep it simple. But it's up to the admins to include or not in their servers.
- Unlike in Murder, no additional weapon will appear on the map except the ones given at players when they spawn. Everyone starts with no more and no less than one weapon (except the corrupt cop who has two, we'll see that later), so there will be as much weapons as players in the current round + 1.

Weapons

The key goal in this game is to kill or be killed. Weapons then have a really important role in this joyful paranoid killfest. Here is the list and statistics of the five weapons available in Psychopath Policeman:

Weapons available to everyone:

PISTOL	MAGNUM	SHOTGUN
		
Damage: 25	Damage: 100	Damage: 10/plt - 70 total
Rate of fire: High	Rate of fire: Low	Rate of fire: Medium
Clip size: 3	Clip size: 1	Clip size: 2
Reload time: 1,5 second	Reload time: 3,5 seconds	Reload time: 2 seconds
Accuracy: Medium	Accuracy: High	Accuracy: Low
Range: Medium	Range: High	Range: Low
Starting ammo: 5 clips	Starting ammo: 5 bullets	Starting ammo: 10 shells
<p>The HK USP is a reliable, all-situation-efficient handgun. This weapon will be useful in any type of fight. However, its low damage must be compensated by shooting the perp's head the better you can. Or else, you'll become likely to be slaughtered.</p>	<p>Our classic single-bullet magnum from the Murder gamemode has been invited to the party. If you miss your target, you are pretty much dead. But this is the only weapon which can kill a player in one clear headshot, whether he wears armor or not. Though, even if you hit the torso, you will sure inflict some damage, which will be lethal if the perp does not wear armor at all.</p>	<p>A long-time favourite among police forces, the SPAS-12 can come handy in close-combat situation and tight-corridored maps. This destructive weapon deploys all its power when its holder happens to be just next to his target. Plus, if the shooter misses, he has a second chance to blow up the head of its opponent. However, if you engage in a medium/long-distance fight with this toy, prepare to be massacrated.</p>

Weapons available for the corrupt cop only:

<p align="center">CROWBAR</p> 	<p align="center">KNIFE</p> 	<p align="center">Maybe more to come ?</p>
<p align="center">Damage: 75</p>	<p align="center">Damage: 200</p>	
<p align="center">Rate of fire: High</p>	<p align="center">Rate of fire: Medium</p>	
<p align="center">Clip size: N/A</p>	<p align="center">Clip size: N/A</p>	
<p align="center">Reload time: N/A</p>	<p align="center">Reload time: N/A</p>	
<p align="center">Accuracy: N/A</p>	<p align="center">Accuracy: N/A</p>	
<p align="center">Range: Melee</p>	<p align="center">Range: Melee</p>	
<p align="center">Starting ammo: Infinite</p>	<p align="center">Starting ammo: Infinite</p>	
<p>The iconic weapon of the Half-Life series is one of the two melee weapons which are available to the murderer in Psychopath Policeman. However, this special crowbar has been forged with SHUTUP (Steel with Humble and Utmost Treat for Unheard Perpetrations). This crowbar will thus compensate its damage, lower than the knife's, by making your kills completely silent. Only the sound of your victim falling on the ground will be heard.</p>	<p>How can there be a murderous gamemode without a sweet-ass knife? This one will deal the promised damage as soon as it enters in contact with your target. However, unlike the modified crowbar, any cop around will hear the blade shattering the flesh of your victim. So be sure to pick the dude in a remote place if you want to be sure not to alert anyone. However, it is of course a much better option than using your weapon and letting go a loud gunshot.</p>	