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When you have completed all the tutorial missions, you have the choice to either continue as a Player or switch to the basic vehicle control. When you reach a mission that allows you to use any vehicle type you are given the opportunity to continue on to the next mission as a Player. You are now the leader of a small team who's responsibility is to complete the mission. Like any mod, this one is done entirely in the creation tools of the original Unreal Engine. I have no idea what other effects may be possible with an extensive coding of the engine (ie, creating your own UI?). I've only played this mod for a short time and have only started basic changes to the mission system. There is something I need your help with. I need people to test this mod *for* me. Once I have tested it I need to figure out what changes I need to make to the mission so it works correctly. If you want to join my team, feel free to contact me at either of the following email addresses. First off, GREAT mod! Though I only have experience playing in single player, I have had a lot of fun playing the mission with my friends. It's great for what it is (which is a 'fun' mission with a character design of your choosing, it's not the typical scripted mission with objectives, TPs, etc) Also, can you post your contact email in the readme? I've been looking and can't find it. I'm going to start testing your mod, looking forward to it! Ok, I have tested it for a few days now and my comments are as follows: \* Team-wise and Leader-wise the system works as expected, other than a few small bugs here and there that I will be fixing. \* The visuals are great, for what it's worth. There are a few things here and there that I would change. \* The sounds are awesome, again, for what it's worth. They remind me of the sounds 82157476af

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