# SuperStorm

Now also a version for Frontline Attack

The SuperStorm project is a script that will make playing a skirmish more fun. An Allied computer player, changing weather, influencing the game and several new options in the skirmish, combined with the revised AI. And the only thing you have to do to have it is to move the file to the game folder.

## The Moon Project/Lost Souls

### Version 1.01

Team Options (game with a computer in the alliance)

You can choose to play Free for All, or play in teams of two, three, four, five, six, seven, or eight players. AI will join you as an ally automatically, so you don't have to take any action on your part.

Weather (weather)

You have a choice between passive, destructive or missing weather. The script selects the appropriate weather for the map you chose. Passive weather creates a realistic battle scene. Destructive will plunge you into battle against the force of nature.

Special options

Mode "Observer " will allow you to watch the battle between computer graces. In this mode, every computer player is your ally. The Enable Objects mode allows you to fight the structures and units placed on the map when you create it.

An interesting display

The game displays statistics such as the number of units/buildings on the board, the number of units/buildings destroyed, the duration of the mission, the amount of credits consumed during this skirmish and many others.

Names from the Forum

Computer players (EXPERCI) have The names of people from "Society " The Moon Project.

### Version 1.03

Enhanced AI

In version 1.03 of SuperStorm, two new levels of difficulty have been introduced: "Lost Soul "-A game with a computer opponent with this name can be compared to a game in the campaign Lost Souls, because the AI player gets a lot of meals and has a faster technological development. The equivalent of the Perfect module. The second difficulty level is "Devastator ", which produces even more units and has a different platoon style. These two difficulty levels can also be selected in other skirmish modes.

Network

It has been enabled to play over the network in SuperStorm, of course only when all participating in Skirmish computers mod is installed. SuperStorm was checked in the game via Lan and it works fine.

### Version 1.1

Game modes

In version 1.1 You can play not only in destroy buildings, but also in other fish such as: Capture the flag, the technological war, as well as a brand new mode of Bounty Hunter. This mode works on the principle of destroy the unit or building and you will get cash. The introduction of new modes greatly increased the joy flowing from the game in the Moon Project clash

Next AI Upgrade

Another degree of difficulty was introduced, which is Dynamite. His abilities are between Expert and Lost Souls

Many new options

In the new game modes, many options have been introduced such as A completely revolutionized extraction system, in which we determine how rich the deposit is; System of controlled development, through which the game becomes a real strategy and many other

### Version 1.11

More Special options

You can now set the option "Explored Terrain " through which we will eliminate the fog of war. The game is then played in open cards

Improved code

Improving the code and eliminating several bugs resulted in a more stable and faster operation of SuperStorma

### Version 1.21 en/1.21

In Polish

SuperStorm has been, especially for World Earth Center polonized! Now it's fun really for everyone. Many thanks to SpaceTuga, SuperStorm programmer

Many new features

Improved use of platoons by AI. The ability to set a reward greater than 3000 CR in "Hunter's" mode, to quickly enable allies and options "Observer ". Additional options added in extraction options and test times. Many script improvements, and thus better work on weaker computers. In the "Lowca Nagrod" mode, the starting cash is now set to 60.000 CR, allowing you to expand the base before you start conquering the enemy for additional cash.

### Version 1.25 Pl/1.25

Additional special options

Three new special options for group play: group resources that pay or cash out depending on the average cash in the group; A union that grants a player with the smallest number of allies; GZ United, which is a combination of both of the above options.

### Version 1.3 en/1.3

Special units Mode

The new game mode allows you to enter special units, that is: Ufo for ED, Grizzly for UCS and Fang for LC. In this mode we can choose what time the Special Unit will be delivered to us. This allows you to play them exclusively, or to treat them as an aid to normal fighting units.

Code Improvement

Allies are now turning much faster.

Finally for Lost Souls

Finally, holders of only the Lost Souls will be able to see what SuperStorm allows and discover how much fun can give the game a skirting.

### Version 1.4 en/1.4

Improvements

Group resources and unification options have been improved. In addition, when you select Observer mode and destructive weather, it will bypass your base

Compatibility: Version 1.4 is compatible with UBMP's concrete module, which is a good prognosis for future interoperability

### Version 1.6 en/1.6

Introducing many new AI players

Now you can choose up to 8 new opponents. They are adapted to the normal game, eg. Uncle Sam, as well as the technological war. As I announced before, they also share on using and not using aviation!

Planned features: Introducing the Arena