

The one and rather major error that I faced during this installation was that the installation instructions told me that the patch which allowed the spectator to follow the master was at <http://code.google.com/p/liquid-galaxy/downloads/detail?name=sauerbraten-viewsync-hack.diff&can=2> However, this link wasn't valid and I couldn't find the patch at any liquid galaxy GitHub page either.

So, I had to create my own patch to get the spectator to follow the main player and the way I did this was I ran `/follow 0` on the spectator, followed by `/yaw offset { degrees to the left or right}`

This finally got the setup to run as intended with the spectator viewing some degrees either left or right to the master.

Overall, it was a great task and I learnt a lot about old ubuntu forums about sauerbraten and sauerbraten commands