**To run the mod:**

1. Save a backup copy of your original gamex86.dll and config.cfg
2. Place the mod gamex86.dll and config.cfg in the baseq2 folder ( overwrite )

**Changes:**

* *Player Blaster Fire Grenades instead*
* Player toggles ghostmode by pressing 'f'
* Ghostmode enable spawns an animated player husk that transfers damage to the player
  + Animations include standing around and responding to pain the player
  + If the husk dies, the player returns to the husk to die with it ( regardless of whether the player has a host )
  + All monsters attacking the player now attack the husk instead
  + Monsters can independently discover and attack the husk
  + The husk can drown the player if left underwater ( and be damaged by lava/slime )
  + Ghostmode can also be disabled by touching the player husk
  + Pressing 'f' in ghostmode pulls the player back to the player husk, frees it, and disables ghostmode
* In ghostmode any monster the player shoots is immediately possesed and player goes into 3rd person chasecam mode
  + This possesed monster is the "host", having a host is considered "hostmode"
  + Host is controlled by clicking anywhere on the world
  + Clicking on another monster with a host causes the host to attack that monster
  + If the host dies or is released, the player returns to ghostmode
* In hostmode, the player obliterates the host by pressing 'f'
* In ghostmode, the player toggles possession of nearest monster by pressing 'r'
* In hostmode, the player harmlessly releases a host by pressing 'r'
* In ghostmode, if the player has no host, any monster the player touches becomes the new host
* There is a 3 second cool-down for touching the newly spawned player husk, as well as any possession of monsters