

DEATH ROAD TO SYCAMORE; UPDATE OAK!

THE SYCAMORE COLLECTION: UPDATE VI!

****DEATH ROAD TO SYCAMORE****

****OAK****

The old tree is at it again with making shit that community members have asked for. As well as many community-wanted items, this update features several visual and mechanical reworks to the custom modded character roster to make them more unique.

NEW FEATURES:

- The Panic Attack and Eyelander from Team Fortress 2! Charging Demoknight coming soon!!
- A Cryo Freezer! Freeze zombies, and then smack them to SHATTER THEM TO PIECES! Consumes gas as ammo.
- The Bass Cannon! Shoot a zombie with some colourful notes to make that zomb move and groove.
- A TRIO OF NEW BANNERS FOR COMMANDER GEORGE...
- That serve offensive, defensive, and supportive purposes! Abilities range from group heals, to weapon power increases, to lessened fatigue.
- A WHOLE NEW DESIGN FOR THE LEGIONNAIRES!
- With the power of the Zephyr, the Berserk-Like legionnaires may now feed from their enemies to gain even more power...complete with evil-cultist-on-a-tuesday aesthetic.
- THE ABILITY TO CALL IN SUPPLY DROPS!
- Unique to Strike Commander, who is now capable of arming the whole party, provided you've got the food for it!
- The M16 burst assault rifle, RPG rocket launcher and M202 MULTI BARRELLED LAUNCH SYSTEM!!!
- RPG comes complete with unique reloading and sounds!!
- AND A LOAD OF BUG FIXES, POLISHING AND OTHER SHIT THIS OLD TREE CANT REMEMBER

AS OF THIS UPDATE THIS MOD NOW FEATURES:

- Over 150 new weapons
- Over 20 new playable characters
- 5 new traits
- 5 new locations
- 5 new cyoa events
- Several new vehicles
- Custom, uniquely designed sieges
- Custom achievements
- AND LOTS OF OTHER STUFF

AS always, DM me or @me if you find bugs and I will (try to) exterminate them immediately.

How does this tree keep releasing updates? Nobody is quite sure.



DEATH ROAD SYCAMORE PINE



PINE is finally here!

New features include...

- > A working plane! [pictured]
- > 6 whole new gamemodes!
- > "No Mercy" L4D2 campaign
- > Countless new weapons
- > Several new characters
- > Reworks and balance changes
- > A myriad of bug fixes
- > AND SO MUCH MORE.

THE SYCAMORE COLLECTION: UPDATE PINE!

After months of delay, work, obstruction, and pain, PINE is finally here. And with no shortage of content, either!

So what did this now aged tree add?

- > Loads of new weapons, including...
- > A spray to turn zombies against one another
- > A gravity and portal gun
- > And nearly 30 others
- > New characters to play with!
- > New vehicles, too! INCLUDING A WORKING PLANE!
- > A new and swanky title screen! PINE FOR DAYS!
- > 6 WHOLE NEW UNIQUE GAMEMODES!
- > A RANGE TO TEST ALL THE THINGS IN THE MOD!
- > L4D2's "NO MERCY" CAMPAIGN!
- > MANY MANY SPRITE REWORKS
- > LIVER COMPATIBILITY AND BUG FIXES

And so, so much more.
So it is, with that, that I sincerely hope you enjoy...
PINE.

Man, I cannot tell you how much work was put into this.
At least, like, 300 hours or more.