

Unknown Escapist (V1)

Made by: Boxed Out™

Credits

Inspired by - Jachtseizoen (StukTV: <https://www.youtube.com/watch?v=ROhkqjTSPD0>)

Inspired by - Call of Duty: Warzone. (Plunder mode)

Idea by: Boxed Out™

Idea

2 teams:

America's Special Ops (ASO)

The Escapists

The Escapists are getting with a helicopter on land, the isle "Scalver Island". On this big isle with 9 landmarks + 21 other little landmarks **The Escapists** need to obtain 10 million cash before **The Escapists** are getting caught by **America's Special Ops**.

The isle is a dark mess of broken houses, broken cars, etc. But! There are some cars not broken.

Before the game starts a Randomizer chooses if you are an **Escapist** or **ASO**. With the "Choose Team" (350 Robux), you can choose in what team u are next game.

Everyone has the option to make a loadout, 1 for **ASO** and 1 for **The Escapist**. Every loadout is built in 1 single way:

- 1 Primary weapon
- 1 Secondary weapon
- 1 Tactical perk
- 1 Lethal perk

Every team has other weapons, and every team has other perks. By leveling up you get new perks and weapons. And the XP you earn in-game is for your level and your current equipped weapons. By leveling your weapons up you can earn attachments. When reaching levels you also unlock different **ASO** cars. (NOTE: You can only unlock cars on your **ASO** loadout.)

As an **ASO** you spawn in with your equipped car and your equipped loadout with 50% of the ammo capacity of your guns.

As an **Escapist**, you spawn in with nothing. Only a knife, and an ATM Robbery card (Single-use). If you have earned 500K cash, you can call in a loadout drop. Then you can

grab your loadout and play further with your own guns. As an **Escapist**, you can hijack cars on the isle.

Every 2 minutes the **ASO** calls in a UAV. Then every single **ASO** Agent knows where the **Escapists** are. **The Escapist** has 30 minutes to complete the objective.

The game has different mechanics as crouching, jumping, stamina, recoil, etc.