

# Features

- All base difficulty levels
- 1 to 4 player support
- client-server model with networked multiplayer
- Game token tracking
- Instanced board for all players
- Inventory tracking
- All items, probes, traps, and dialog working
- The original speech and an optional alternate speech set
- Timer
- Timer shutting down sectors
- Endgame out of time failure
- Endgame virus battle and victory
- Secret difficulty mode (the easter egg from the original)
- pvp
- multi language support
- Version check and auto-update option

## Things I'll probably be adding soon:

- Um.. videos showing how it works?

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Revision #3

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