Subject: [RELEASE] Nod Survival Map
Posted by Brandon on Wed, 19 Dec 2007 02:35:12 GMT

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The Nod Survival map has been released. It'll be used for server-side Survival Mode. Survival Mode was originally introduced and started by St0rm Gaming (they referred to it as TOS or Test of Survival).

Nod Survival is packing a few extra features as well as a unique Survival Mode based terrain. There is no where else to go really but to move around the map if you want. You must defend your base from the onslaught attack or 'waves' of AI bots. I've even managed to get aircraft AI bots to work, however they will stationary sadly.

GDI Survival will be released once January of '08 hopefully, we've encountered many delays with the map because my PC has been having several 'issues'. However, GDI Survival will hopefully put Nod Survival to shame once finished as it will be undergoing an extreme makeover and receiving extra features as well.

If you're interested in trying to survive some waves then join us. (Currently we don't have an official server picked out yet, if anyone is willing to host our map once the server-side edition is completed then they may PM me). I will be hosting my own beta testing server whenever I'm testing so if you want a sneak peek feel free to join but I will only allow 12 beta testers.

Download: http://ww-gaming.net/Nod_Survival.zip