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Subject: Re: [RELEASE] Nod Survival Map  
Posted by [Brandon](#) on Wed, 19 Dec 2007 04:32:25 GMT  
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I know that, that was my first Survival map of the trilogy but it has major bugs and we went in to repair the bugs. Now that Nod Survival has way more features than anticipated we are going to back track on GDI\_Survival since it's a broken map. We'll be making GDI\_Survival better and ultimately changing the map around. You'll have to delete the old copy you have because it won't be used ever.

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