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Subject: Re: Hourglass Survival Mode

Posted by [nopol10](#) on Fri, 05 Jun 2009 02:24:56 GMT

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You could have GDI and Nod work together to make things less bland. Maybe mutants could be introduced or something. You could also get players to move to different locations on the map due to certain scripted events so that they have a much larger playing area and it also makes people feel less claustrophobia. Of course, proper use of weather and fog will make it more atmospheric.

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