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Subject: Re: Hourglass Survival Mode

Posted by [ErroR](#) on Fri, 05 Jun 2009 08:29:03 GMT

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reborn wrote on Fri, 05 June 2009 10:53Have everyone start as GDI. Nod at the start of the map are all just mutant preset AI bots that come in waves against GDI. No was doing some tiberian experiments and caused them all to turn into mutant zombies...

When a GDI player is killed by a mutant, they switch to the Nod team and spawn as a random mutant preset each time they die.

Expand on the idea.

sounds like the viceroid tag mini mod i had in plan some time ago

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