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Subject: Re: Hourglass Survival Mode

Posted by [Brandon](#) on Fri, 05 Jun 2009 16:17:11 GMT

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Sounds like a real good idea for another modification reborn. I'll try that in the near future for sure.

These ideas are great guys, but also remember that Survival Mode is where you stay in the base (most of the time anyways) and fight off the assault waves. I like it so players can exit and go around the map completing other objectives while others stay and guard the base.

If you have objective ideas let me know.

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