
Subject: Re: Rp2's New Mutant Assault Map
Posted by [Jerad2142](#) on Sat, 27 Aug 2011 02:55:56 GMT
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Thanks, it's a work in progress, just finished adding a bunch of settings so you can change what there general health/speed/ or spawn time is. As well as make them come in waves, or slowly increase in number till the end of the game.
