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Subject: Coming Soon! C&C\_Survival

Posted by [Brandon](#) on Tue, 15 May 2007 20:57:24 GMT

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I've designed plans for a new map and a few guys are helping me make it possible but we would appreciate any extra hands we could get.

If you're good with gmax then please visit us here:

[http://z6.invisionfree.com/World\\_Wide\\_Help/index.php?act=site](http://z6.invisionfree.com/World_Wide_Help/index.php?act=site) and let us know that you'd like to help out. We'll hook you up with the plans and an assignment.

Note: We could really use some help with buildings, so anyone that's good at making buildings please help us.

Screen shots of the map progress will be shared soon!

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Subject: Re: Coming Soon! C&C\_Survival

Posted by [Viking](#) on Tue, 15 May 2007 21:49:25 GMT

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Maps are fun!

Take out n00bjets!!!!

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Subject: Re: Coming Soon! C&C\_Survival

Posted by [jamiejrg](#) on Tue, 15 May 2007 21:52:02 GMT

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Viking wrote on Tue, 15 May 2007 16:49 Maps are fun!

Take out n00bjets!!!!

Oh don't get me started. They are in there for a reason. Taking them out unbalances things.

Jamie

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Subject: Re: Coming Soon! C&C\_Survival

Posted by [Brandon](#) on Wed, 16 May 2007 01:28:08 GMT

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Trust me, the map will live up to the "Survival" in it's name. When SSAOW 1.6 comes out I'll have AI bots owning everyone, lol. Until then we're planning a nice GDI vs Nod scenario for it (it'll have some pretty nice features, not to mention the terrain will be nice).

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Subject: Re: Coming Soon! C&C\_Survival  
Posted by [Viking](#) on Wed, 16 May 2007 01:43:11 GMT  
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Nice!!!

MAKE A BRIDGE YOU CAN BLOW UP W00000000!!!

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Subject: Re: Coming Soon! C&C\_Survival  
Posted by [BlueThen](#) on Wed, 16 May 2007 01:44:12 GMT  
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and rebuild

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Subject: Re: Coming Soon! C&C\_Survival  
Posted by [Viking](#) on Wed, 16 May 2007 01:47:47 GMT  
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THAN BLOW UP AGAIN!!!

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Subject: Re: Coming Soon! C&C\_Survival  
Posted by [Sn1per74\\*](#) on Wed, 16 May 2007 02:30:31 GMT  
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Then rebuild.

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Subject: Re: Coming Soon! C&C\_Survival  
Posted by [reborn](#) on Wed, 16 May 2007 10:24:50 GMT  
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YuriVA777 wrote on Tue, 15 May 2007 21:28 Trust me, the map will live up to the "Survival" in it's name. When SSAOW 1.6 comes out I'll have AI bots owning everyone, lol. Until then we're planning a nice GDI vs Nod scenario for it (it'll have some pretty nice features, not to mention the terrain will be nice).

If you are waiting on ssaow 1.6 for the support of bots, then go here:

That is a stock SSAOW 1.5, however it is modified to just add support for bots.

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Subject: Re: Coming Soon! C&C\_Survival  
Posted by [CarrierII](#) on Wed, 16 May 2007 11:10:17 GMT  
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Go where?!

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Subject: Re: Coming Soon! C&C\_Survival  
Posted by [reborn](#) on Wed, 16 May 2007 11:27:09 GMT  
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I could of sworn I added the link :S

Here you go:  
<http://www.game-maps.net/index.php?action=file&id=608>

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Subject: Re: Coming Soon! C&C\_Survival  
Posted by [Zion](#) on Wed, 16 May 2007 17:30:06 GMT  
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YuriVA777 wrote on Tue, 15 May 2007 21:57Note: We could really use some help with buildings, so anyone that's good at making buildings please help us.

I'm a buildings modeller and aggregator for Apoc Rising, i could lend a hand here and there once/if i get max working on my new MacBook.

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Subject: Re: Coming Soon! C&C\_Survival  
Posted by [Brandon](#) on Wed, 16 May 2007 18:44:33 GMT  
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I've tried SSAOW 1.5.1 w/ botfix but NR has a fit and god forbid any of my host(s) press the wrong key or click the wrong thing because it would reinstall SSAOW 1.5 -.-

And Merovingian, if you do get some time just drop by and let us know you'll help out and we'll setup your forum permissions and give you links to the plans. I'll be compiling a building list hoopefully today.

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