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Subject: Re: Hourglass Survival Mode

Posted by [IAmFenix](#) on Fri, 05 Jun 2009 19:47:10 GMT

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nopol10 wrote on Fri, 05 June 2009 03:24 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.

I approve this message.

GDI have always been the good guys, fighting Nod.

Nod would fight the mutants and GDI would clean up the aftermath.

GDI+Nod against mutants seems like a better idea.

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