kamuixmod wrote on Fri, 24 February 2012 22:51omg we should do something with zombies or
so, would be amazing.
Having a Map, where All Players as Gdi must protect their Base from Incomming Bot attacks.

Or a map, somehting like a tiberium wasteland, where people have to survive the spawning
mutant bots on the map. Those who get killed, become Spectators. Over the map will be an
Invisible Plattform, from where the Spectator players are going to be.

What i thought is, that the Bot amounts regulate depending on the current Player amount. More
players= more zombies/mutants

i was thinking into a dm, but a Co-Op will be much more fun with Mutants

I'm finding some custom map were i can setup some Survival mode

edit: There will be Co-Op and DM. maybe a aow too.

edit2: kamuixmod, want to help me on testing survivals mode? i need some testers asap!