
Subject: C&C_AIKharid released.

Posted by [Naamloos](#) on Sun, 19 Dec 2004 20:22:42 GMT

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It's a DM with AI support, you may get some FPS lag at the start but this will go away after a few seconds.

The goal of GDI is to capture this terrorist training camp(Nod) in the desert, while Nod's goal is to defend it.

You win by getting most points before the normal time limit ends the game, this is easy for Nod if they still have their defences up, if not, GDI will have the biggest chance of winning... as the GDI AI "bots" will be everywhere in the town then.

Some pic's:

<http://www.n00bstories.com/image.view.php?id=1279954562>

<http://www.n00bstories.com/image.view.php?id=1145983312>

<http://www.n00bstories.com/image.view.php?id=1207351322>

<http://www.n00bstories.com/image.view.php?id=1269192867>

<http://www.n00bstories.com/image.view.php?id=1216219233>

Map:

http://www.dr-oblivion.com/C&C_AIKharid.zip

Thanks oblivion165 for hosting it.
