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Subject: New gametype, opinions?

Posted by [SomeRhino](#) on Sat, 19 Apr 2003 05:01:07 GMT

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One game mode that I think would be fun would be a "Sole Survivor" mode. At the start of the game, you choose the vehicle or character you want to be before spawning. Like in C&C mode, each unit costs a certain number of credits. After every death, you get to choose again. Points/credits are awarded for attacking or destroying, and points are deducted for getting killed yourself. Maps would be simply terrain with no buildings, just a huge battlefield. Perhaps you can pick up health and whatnot too. If you choose to spawn as a harvester, you can head into the tiberium fields and harvest for more credits, but get the disadvantage of a slow unit and no form of defense. It's every man for himself, and the one with the most points at the time limit wins.

Unfortunately, this is outside the scope of the Renegade game engine, otherwise I would focus my efforts on making it into a mod of sorts.

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