Subject: [RELEASE] Nod_Survival
Posted by Brandon on Thu, 06 Mar 2008 00:39:23 GMT

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What is Nod Survival?
Nod Survival is Survival Mode map in which you MUST survive the oncoming waves of enemy infantry and tanks and save your base while in the process.

You can play against the few AI Bots in the "bonus round" to get an idea of how things will work, however the "bonus round" is very vague to how it will go once server-side.

It is a map of pure strategy and Survival:
YOU MUST harvest tiberium for your team (2 harvesters will auto-spawn)
YOU MUST use your own base defenses (defenses will vary from server-side versions)

What is GDI Survival then?
GDI Survival was the original map in production but my laser mouse went crazy when I was finishing it one day and destroyed all my progress as well as my LevelEdit amazingly. So I had to start over and decided that I'd jump to Nod Survival since it was now closer to done than GDI Survival.

GDI Survival will not use the same terrain as originally planned, we will construct an entirely new map so our players won't be dulled with the same scenery.

Current News:
Nod Survival was canceled when I lost interest in Renegade and decided to leave. Plus, I felt there was a lack of support from many people here at RenForums. But after hearing that a lot of people were looking forward to seeing Nod Survival completed I changed my mind.

I'm working on the server-side edition currently. I need a host with a server that receives a lot of activity to host. Please reply here.

Version 1.2 BugFix:
-deleted spare doors generated from LevelREdit

Version 1.1 BugFix:
-fixed a couple bugs
-added missing texture "gdi_base2.tga"
-added "bonus" AI bot round for client-side play

DOWNLOAD >>> http://ww-gaming.net/Nod_Survival_v1.2.zip