
Subject: Re: [Release] It's finally here...

Posted by [Brandon](#) on Wed, 26 Mar 2008 03:41:19 GMT

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Actually, I rarely play Generals and when I do play it's just against the PC, never played any "art of defence". :S

I've just always wanted to do something like this on Renegade. Wilost0rm had a good idea with his "Test of Survival" but I felt it was lacking a lot of variety from when I last played. I believe in having waves storm your base so bad that you're constantly having to keep buildings repaired, fighting off enemies, etc.

I've begun working on the next Survival Mode (C&C_Walls). If time permits I plan on having it completed by then end of the weekend, no later than two weeks.
