Subject: Re: wave after wave game
Posted by Gohax on Mon, 06 Jul 2009 03:28:01 GMT
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Yes, st0rm does have a map where GDI holds off wave after wave of nod; each one getting harder. I haven't played it in a while, but I'm pretty sure it was called st0rm_TOS. I'll update this with the correct name if wrong. Only thing bad about it is, epic fps kill for lower spec computers...

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