
Subject: Re: Would anyone find a hardcore mode fun?
Posted by [R315r4z0r](#) on Fri, 14 Aug 2009 02:37:54 GMT
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It's not a good idea because:

First of all, what Fobby said, people would spawn camp the last building remaining.

Secondly, all of your team would be spawning in the same structure. That might cause problems either with lag or just spawn collisions.

Maybe a better way to do it is keep the spawners in the destroyed buildings and simply deactivate the PT.
