
Subject: Re: Would anyone find a hardcore mode fun?
Posted by [DeadX07](#) on Tue, 18 Aug 2009 16:55:33 GMT
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It's a great idea actually. It brings a bit of realism to the game, and forces you to actually do something a bit different. If a building is destroyed, I wouldn't expect anything in it to work afterwards, this brings that to reality. Not that I play the game, but it seems like everytime someone suggests something for "precious" renegade it gets shot down because "Oh my lord it will change the gameplay!". Lame.
