I'm making some kind of free for all mutant bot wars thing... You start out in a building with gdi or nod team. There are 2 teleporters, a observer teleporter and a battle teleporter. If you go through the battle teleporter you become teamless and you become a mutant..

The problem is, is that if ther are 2 players, and one turns into a teamless member, the game will end. I'm not hosting via fds, so don't tell me to use the server patch. Please help.