Subject: Re: Anti-spawn killing
Posted by Jerad2142 on Sun, 14 Dec 2008 00:33:21 GMT

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u6795 wrote on Sat, 13 December 2008 08:25EvilWhiteDragon wrote on Sat, 13 December 2008 08:20Canadacdn wrote on Sat, 13 December 2008 06:58The new RP2 has anti-spawnkilling measures in it. You know, because RP2 rocks.
If you read the above you'll see that a lot of people think that antispawnkill doesn't rock, so you know, apparently RP2 doesn't totally rock...
In Rp2 the situation is entirely different, and spawnkilling can be a huge problem. It's right that it's fixed, trust me.
And its not anti spawn killing, you just kill yourself if you kill them, and they get the points for the kill.