
Subject: Re: Would anyone find a hardcore mode fun?
Posted by [NE]Fobby[GEN] on Fri, 14 Aug 2009 02:49:29 GMT
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R315r4z0r wrote on Thu, 13 August 2009 22:37It'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.

The problem with that is, again, say if there is one building left. You'd have to run across to that building to buy anything other than the basic soldier. If the base is under attack, or if there are snipers overlooking the base, it would be really hectic for the losing team.

Also, spawning outdoors in an exposed area would also cause more spawn killing.

Overall I think Westwood was very smart by keeping the destroyed buildings up.
