Subject: Re: Anti-Typekilling Idea
Posted by bisen11 on Fri, 15 Feb 2008 04:26:50 GMT
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reborn wrote on Thu, 14 February 2008 18:30You could make a character un-able to take damage while typing, you could set a flag over there head, you could apply the damage to the shooter instead or even teleport them to a safe place whilst typing, then send them back when they're done.

All of these things can, and would be exploited.

Obby seems to prefer to shoot soldiers more than tanks. Have one invincible typing GDI guy and have a bunch of tanks roll in, lol.