

1. In [Hardpoint](#), two teams fight to control rotating objective areas on the map.
2. There is no absolute time limit for the whole match. A point has to be occupied in order to make the game time pass. If an active point is neutral, the time is not counting down.
3. A point needs to be switched to the team color in order to gain points. It can be turned back and forth.
4. The team holding the flag, earns points for every second the flag stays in the team color.
5. The first team to reach the Winning Score wins the game.
6. Neutral Flag: after Flag timeOUT seconds have passed and nobody was able to switch a flag from NEUTRAL to RED or BLUE, the system shuts down the flag and activates the next one.
7. Occupied Flag: After Flag timeUP seconds have passed, the system shuts down the flag and activates the next one. No matter which team is currently holding it.

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