

Forum:[Hack Forums](#)

Thread: [\[Suggestion\] Hack Forums / HF Gamers Zone / FPS... / H1Z1](#)

M?xim - April 16, 2016, 4:06 am

Suggesting of making a section for H1Z1.

Thumbnail 40x40 [\(Click to View\)](#)

This game is growing in Steam, cheat providers have made cheats for it and the market is really growing. I believe that there are more than just me who would like to see a section for this game. The game is built and features the same as cs:go, it has skins and a huge market.

The forum could benefit from it by people making sticky posts for their cheat.

I'd suggest making a trial for this section for maybe 2-4 weeks.

Thoughts?

McDolands - April 16, 2016, 4:17 am

No need for a trial, if habbo hotel has one, this should too

Spyro The Dragon - April 16, 2016, 4:19 am

I'll just go ahead and tell you what the staff will tell you

If there are a lot of recent & active threads than sure, but if it's only a couple of threads that are occasionally bumped, there is no need for a section

M?xim - April 16, 2016, 4:23 am

(Apr 16, 2016 04:19 AM)Spyro The Dragon Wrote: [\[CITE\]](#) I'll just go ahead and tell you what the staff will tell you

If there are a lot of recent & active threads than sure, but if it's only a couple of threads that are occasionally bumped, there is no need for a section

Thank you.

What do you think about [this](#)?

Spyro The Dragon - April 16, 2016, 4:41 am

(Apr 16, 2016 04:23 AM)That Guy Maxim Wrote: [\[CITE\]](#) Thank you.

What do you think about [this](#)?

The majority of those are buying/selling so they wouldn't go in the H1Z1 section if it was introduced

Vitani - April 17, 2016, 11:33 am

I don't think there is enough activity for this to have it's own subforum at the moment. Maybe in the future?

M?xim - April 17, 2016, 12:01 pm

(Apr 17, 2016 11:33 AM)Vitani Wrote: [\[CITE\]](#) I don't think there is enough activity for this to have it's

own subforum at the moment. Maybe in the future?

I agree with you. The game is in early access form. Will perhaps go back to this suggestion when the game is done.