
Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Sat, 11 May 2002 17:01:00 GMT

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I have that problem too. Sometimes, when my game starts... I run out of my structure only to see an enemy soldier already entering my structure. Plus, he's already got a beacon with him! This game was at a 1000 credit start so it was possible, but what was bad was the fact that the whole time I was waiting for my game to load, he was already running towards my base! Yes, I agree with the idea of having everyone start at the same time. They should also have a time limit before moving on with the game too.
