
Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Sun, 08 Jan 2012 16:04:01 GMT
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iRANian wrote on Sun, 08 January 2012 08:01 I could make it freeze all players until everyone types !ready.
Yeah, that's a much better idea. I reckon we should do that. It'll freeze the harvesters too, I hope?

Can we also have a maximum freeze-time - let's say 2 minutes? after which gameplay begins regardless.
