Subject: Re: Cheaper units on the stock maps
Posted by Spoony on Wed, 11 Jan 2012 23:53:51 GMT

player count: 2v2
i think i was the slowest load, and it seemed like the 10-second count started round about the time i finished loading, or maybe just before. but it also said "gameplay starts in 120/90 seconds etc" at the same time it was counting down from 10.

how many maps: first map was field, !ready worked fine then.
volcano, cityfly, complex, wallsfly, and canyon were bugged. but we skipped cityfly and wallsfly anyway cos of the other issues