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Subject: hey all am new

Posted by [Anonymous](#) on Fri, 12 Apr 2002 14:26:00 GMT

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Agreed, but for other reasons. How many of you out there have a slow arse computer like me? I cannot count the number of times I have waited for a new map to load, only to get into the game a minute and a half into it, only to find that our hand of nod has already been destroyed. This is a good idea to prevent those super fast entries into the game from taking out critical structures before half of their opposition even has a chance to get in the game. gmv.

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