
Subject: Assistance required

Posted by [Spoony_old](#) on Sun, 13 Mar 2005 16:59:08 GMT

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I want a mod/program/whatever that does the following.

You can set a value for the number of players (let's say , and until there are 8 players in the server, everyone sees gameplay pending and the game itself doesn't start. Meaning harvesters aren't produced, time doesn't tick away, and players don't get credits.

Is there anyone who can help me out with this?

Subject: Assistance required

Posted by [Spoony_old](#) on Mon, 14 Mar 2005 14:05:00 GMT

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thanks for the help
