Subject: Could a program be made...
Posted by Spoony_old on Tue, 08 Mar 2005 21:14:42 GMT

where you can set a value for number of players in the game, and gameplay does not start until that value is reached?

For example, you can set it to 8, and until there are eight players in the game, everyone will see "gameplay pending". Time doesn't tick away, players don't receive credits, and the harvesters are not produced.

I'm just asking if this is possible.