
Subject: Get paid to play!

Posted by [cr0sis](#) on Sat, 29 Aug 2009 12:18:54 GMT

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Hi guys,

Exodus Gaming Community is offering up a prize!

Starting on the 1st September 2009 and ending 30th September 2009, the player with the most time spent in game on Exodus 1 will be rewarded US\$100!

Terms and Conditions

[1]...: Nicks are important, swapping to smurf nicks will mean your original nick's play time won't increase.

[2]...: Anybody caught cheating or who gets a 24 hour temp ban for whatever reason will be removed from the competition without hesitation. If you wish to dispute the use of the !kick command for whatever reason, we will consider the facts and you may not be removed from the competition, should the punishment be found to be unjust for the crime.

[3]...: Going AFK will not be tolerated, if you are kicked repeatedly for AFK/IDLE (Max 4 in one month) then you will not qualify for the prize.

[4]...: Staff/Admins of ExodusCommunity.com can enter as well. However, as the organiser, arnyswart will not be eligible.

[5]...: Winner must be a registered player on our forums to qualify. If the person with the longest play time is not a member of the forums, they will be unable to claim their prize. We will go down the list until we find a registered member. This is purely for logistical purposes, arranging payment will be done via the forums and you'll be given a dedicated post on the forums, congratulating you. Player must have paypal.

[6]...: Our server IP and port is - 216.245.195.90:3220 You will not gain playtime on our second or third Renegade servers, nor by playing on any of the TF2/Left 4 Dead/Teeworlds ones... Yet.

[7]...: Everyone in the renegade community is legible to play, unless you've already been banned from our server.

Take me to exoduscommunity.com to view the awesome video!

Let me watch the video on youtube!

Subject: Re: Get paid to play!

Posted by [Goztow](#) on Sat, 29 Aug 2009 12:47:18 GMT

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Who wants to share a nick with me, so we can split the 100 \$ in two, three, four or more?

Edit: just to clarify, IMO you're pushing this a bit too far. Playing should stay fun.

Subject: Re: Get paid to play!

Posted by [Nightma12](#) on Sat, 29 Aug 2009 12:54:58 GMT

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Subject: Re: Get paid to play!

Posted by [R315r4z0r](#) on Sat, 29 Aug 2009 17:48:40 GMT

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Sounds interesting, but I don't want to set up a paypal account just for this.

I'd play regardless, though, if I had the time. I'd just pass the prize to the next person, if I won.

Subject: Re: Get paid to play!

Posted by [Altzan](#) on Sat, 29 Aug 2009 19:48:53 GMT

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Goztow wrote on Sat, 29 August 2009 07:47IMO you're pushing this a bit too far. Playing should stay fun.

Subject: Re: Get paid to play!

Posted by [nikki6ixx](#) on Sat, 29 Aug 2009 20:10:18 GMT

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I'm not sure what the issue would be? It's a great way to get people playing, and more competitively. TheKoss is doing a Renegade giveaway for their COD5 players, and the RGCT has cash prizes for the winning communities. What's the difference here?

Subject: Re: Get paid to play!

Posted by [Goztow](#) on Sat, 29 Aug 2009 20:48:56 GMT

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nikki6ixx wrote on Sat, 29 August 2009 22:10I'm not sure what the issue would be? It's a great way to get people playing, and more competitively. TheKoss is doing a Renegade giveaway for their COD5 players, and the RGCT has cash prizes for the winning communities. What's the difference here?

There's a difference in proportionality to start with. The Renegames cost us almost 4 £ per piece. The objective is also different. The main target is to get new players on Renegade, while the objective of exodus seems to be to get existing players to play on their server instead of other servers.

100 \$ is a lot of money for a lot of people. It has something "unreal" to me that you're just giving it out for spending time in your server. I wonder if this is what will decide in the future who's going to attract the small players base that's left: the one that can put up most cash prizes. It has something unethical to me.

/rant

Subject: Re: Get paid to play!
Posted by [RadioactiveHell](#) on Sat, 29 Aug 2009 23:18:14 GMT
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lildanny wins, no competition.

Subject: Re: Get paid to play!
Posted by [rnutk](#) on Sat, 29 Aug 2009 23:19:45 GMT
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no difference between this and giving away other prizes....pretty ok for me

Subject: Re: Get paid to play!
Posted by [nikki6ixx](#) on Sat, 29 Aug 2009 23:27:37 GMT
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shrugs I think the prize is right in line with the goal needed to reach it. We're talking a whole month of gametime here. Heck, this is one great way to get people off of other games, and back onto Renegade.

There's nothing unethical about this at all. Businesses do it all the time, and so do non-profit's. A server is much like either, so why not implement similar advertising.

Subject: Re: Get paid to play!
Posted by [Starbuzz](#) on Sun, 30 Aug 2009 01:34:00 GMT
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Just popping in to say I APPROVE this contest.

Subject: Re: Get paid to play!
Posted by [RadioactiveHell](#) on Sun, 30 Aug 2009 01:42:25 GMT
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Popping in to comment on the larger discussion at hand, I think that firstly, exodus can do whatever they want with their own money, and secondly, its a smart way to increase playercount and interest in the server and renegade in general.

Subject: Re: Get paid to play!
Posted by [tactic356](#) on Sun, 30 Aug 2009 04:16:15 GMT
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Subject: Re: Get paid to play!
Posted by [liquidv2](#) on Sun, 30 Aug 2009 06:06:13 GMT
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i'm unsure if gotzow would oppose it had crimson said it about n00bstories and not arny about exodus

i've never heard of it being done before, but it doesn't seem in any way malevolent to me
spin it as hard as you like, i doubt any real bad can come from it

Subject: Re: Get paid to play!
Posted by [R315r4z0r](#) on Sun, 30 Aug 2009 07:35:28 GMT
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There is absolutely nothing wrong with holding a contest and giving the winner a prize..

I don't see what the problem is.

However, if it were my server, I'd make the contest out to be:
'Of the people in the top 10 server rank positions, the one with the longest play time wins.'

That way, people would also have a drive to play better, rather just hang around. It would make the competition more fun... but that's just me.

Subject: Re: Get paid to play!
Posted by [rrutk](#) on Sun, 30 Aug 2009 09:30:12 GMT
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R315r4z0r wrote on Sun, 30 August 2009 02:35There is absolutely nothing wrong with holding a contest and giving the winner a prize..

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That way, people would also have a drive to play better, rather just hang around. It would make the competition more fun... but that's just me.

But this may be wouldnt result in higher playercount, because the price would go to a regular for sure.

Subject: Re: Get paid to play!
Posted by [Goztow](#) on Sun, 30 Aug 2009 09:33:13 GMT
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liquidv2 wrote on Sun, 30 August 2009 08:06i'm unsure if goztow would oppose it had crimson said it about n00bstories and not arny about exodus

i've never heard of it being done before, but it doesn't seem in any way malevolent to me

spin it as hard as you like, i doubt any real bad can come from it
Yes, because I have been a fervent opponent of the Exodus community since it has been created...

I also don't think I said that Exodus can't do what they wat with their money or server. This is a discussion forum and I'm expressing my opinion, just like you are.

What is it with this whole "OMG he said something bad about an initiative Exodus took, he must be a n00bstories fanboy!!!!111"?

I also ask myself questions on how fair this competition will go. It's quite obvious that sharing a nickname, if only between own family members, will bias the competition. Then again: I suppose the server owner doesn't need to care about that, as long as there's people playing on their server.

Subject: Re: Get paid to play!
Posted by [cr0sis](#) on Sun, 30 Aug 2009 11:29:19 GMT
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Of course we/they care (I'm an admin there, but as far as renegade is concerned I'm not that interested, I just do marketing and help out in other games and tasks).

It will be monitored pretty stringently, and we have the means necessary to work out if nick-sharing is going on, and it won't sit well with the administration at all.

Subject: Re: Get paid to play!

Posted by [R315r4z0r](#) on Sun, 30 Aug 2009 18:25:32 GMT

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rrutk wrote on Sun, 30 August 2009 05:30R315r4z0r wrote on Sun, 30 August 2009 02:35There is absolutely nothing wrong with holding a contest and giving the winner a prize..

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That way, people would also have a drive to play better, rather just hang around. It would make the competition more fun... but that's just me.

But this may be wouldnt result in higher playercount, because the price would go to a regular for sure.

Not if the rankings are reset when the contest begins. Isn't the goal of the prize to get more regulars on the server in the first place? A regular would be a person who spends a lot of time on the server, and if the goal is to spend as much time as you can on the server, then that just means you're looking for more regulars.

Subject: Re: Get paid to play!

Posted by [infusi0n](#) on Mon, 31 Aug 2009 03:52:24 GMT

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cr0sis wrote on Sun, 30 August 2009 07:29Of course we/they care (I'm an admin there, but as far as renegade is concerned I'm not that interested, I just do marketing and help out in other games and tasks).

It will be monitored pretty stringently, and we have the means necessary to work out if nick-sharing is going on, and it won't sit well with the administration at all.

how? 2/3 people in the same household = \$100 richer, no way to defend against it. I like the idea, but time shouldn't be whats measured tho, should be ladder, points per game, or something like that which would make it more. worth while

Subject: Re: Get paid to play!

Posted by [nikki6ixx](#) on Mon, 31 Aug 2009 04:51:00 GMT

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I really don't think people are actually going to through the effort to get family members to play for them and go through all that coordination for one hundred fucking dollars.

Subject: Re: Get paid to play!
Posted by [Goztow](#) on Mon, 31 Aug 2009 07:06:16 GMT
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nikki6ixx wrote on Mon, 31 August 2009 06:51 I really don't think people are actually going to through the effort to get family members to play for them and go through all that coordination for one hundred fucking dollars.
You'd be surprised. For a lot of teenagers one hundred dollar equals a few months of pocket-money. And what coordination? If they only have one pc, there's not much to coordinate .

It would probably work out better anyway if you split it over the top 3 and one random ladder player in the top 20. That way, it wouldn't be a select few who have the slightest chance of winning anyway.

Subject: Re: Get paid to play!
Posted by [Jamie or NuneGa](#) on Mon, 31 Aug 2009 14:51:54 GMT
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just go wash 10 cars and you got the money without having to spend an entire month on ren.

Subject: Re: Get paid to play!
Posted by [R315r4z0r](#) on Mon, 31 Aug 2009 21:35:17 GMT
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Goztow wrote on Mon, 31 August 2009 03:06...For a lot of teenagers one hundred dollar equals a few months of pocket-money....
This is totally and utterly incorrect.

A TEENAGER with \$100 gives them a few months of pocket money? What day in age do you live in? It's 2009! A typical teenager blows \$100 in a single day, rather than over the course of a few months...

Subject: Re: Get paid to play!
Posted by [Goztow](#) on Tue, 01 Sep 2009 07:58:23 GMT
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R315r4z0r wrote on Mon, 31 August 2009 23:35 Goztow wrote on Mon, 31 August 2009 03:06...For a lot of teenagers one hundred dollar equals a few months of pocket-money....
This is totally and utterly incorrect.

A TEENAGER with \$100 gives them a few months of pocket money? What day in age do you live in? It's 2009! A typical teenager blows \$100 in a single day, rather than over the course of a few months...
It probably depends on how you handle pocket money. Most people I know give smth like 30 \$ per

month to their kids but purchase things like clothes, toilet stuff, ... for their kids. So the 30 is really for own use.

Or else we're all just out of touch .

Subject: Re: Get paid to play!
Posted by [Wiener](#) on Tue, 01 Sep 2009 08:46:12 GMT
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Quote: A typical teenager blows \$100 in a single day

Thats \$ 3.000 pocket money for an average teenager a month? Didnt know that, times must have changed alot

Subject: Re: Get paid to play!
Posted by [infusi0n](#) on Tue, 01 Sep 2009 18:47:52 GMT
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Goztow wrote on Tue, 01 September 2009 03:58toilet stuff

Didnt know teens in belguim play with toys in the toilet...

Subject: Re: Get paid to play!
Posted by [Goztow](#) on Tue, 01 Sep 2009 19:40:11 GMT
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infusi0n wrote on Tue, 01 September 2009 20:47Goztow wrote on Tue, 01 September 2009 03:58toilet stuff

Didnt know teens in belguim play with toys in the toilet...
toilettry

Subject: Re: Get paid to play!
Posted by [R315r4z0r](#) on Wed, 02 Sep 2009 01:51:54 GMT
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Wiener wrote on Tue, 01 September 2009 04:46Quote: A typical teenager blows \$100 in a single day

Thats \$ 3.000 pocket money for an average teenager a month? Didnt know that, times must have changed alot
I didn't say they spend \$100 every day... I said that a Teenager will spend \$100 in a day.

Meaning, they blow through money fast. They get payed, the entire paycheck is gone within a few days.

Subject: Re: Get paid to play!
Posted by [Goztow](#) on Wed, 02 Sep 2009 08:52:29 GMT
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So my statement wasn't incorrect.

Subject: Re: Get paid to play!
Posted by [liquidv2](#) on Fri, 04 Sep 2009 07:31:04 GMT
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Goztow wrote on Tue, 01 September 2009 14:40infusi0n wrote on Tue, 01 September 2009 20:47Goztow wrote on Tue, 01 September 2009 03:58toilet stuff

Didnt know teens in belguim play with toys in the toilet...
trooprm02 is a faggot
well said gotzow
