
Subject: Reminder: Lobby wars tonite AND tomorrow
Posted by [GoTWhisKéY](#) on Sat, 04 Dec 2010 16:55:52 GMT
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Lets do this

Subject: Re: Reminder: Lobby wars tonite AND tomorrow
Posted by [i0ncl0ud9](#) on Sat, 04 Dec 2010 18:52:13 GMT
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hopefully people show up

Subject: Re: Reminder: Lobby wars tonite AND tomorrow
Posted by [GoTWhisKéY](#) on Sun, 05 Dec 2010 04:38:46 GMT
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Great showing today, played 5 or 6 good games. It's actually a really fun style of Renegade. The teams are mixed every game like a public server, yet in teamspeak the teams are seperated each game. Clanwar-esque strategy & communication is used, yet you get a different group of players and personalities every match. I think we're on to something here.

Subject: Re: Reminder: Lobby wars tonite AND tomorrow
Posted by [Goztow](#) on Sun, 05 Dec 2010 07:37:40 GMT
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I'll be there tonight to fix things like moderators, and setting up our automatic ladder and to play .

Subject: Re: Reminder: Lobby wars tonite AND tomorrow
Posted by [Hypnos](#) on Sun, 05 Dec 2010 17:11:31 GMT
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2 hours and 50 minutes to go.

Subject: Re: Reminder: Lobby wars tonite AND tomorrow
Posted by [Herr Surth](#) on Sun, 05 Dec 2010 17:25:59 GMT
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k

Subject: Re: Reminder: Lobby wars tonite AND tomorrow
Posted by [Herr Surth](#) on Sun, 05 Dec 2010 21:09:26 GMT
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sorry i dropped out on walls, my internet just crashed :/
ggs though.

Subject: Re: Reminder: Lobby wars tonite AND tomorrow
Posted by [Goztow](#) on Sun, 05 Dec 2010 21:10:42 GMT
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We got up to 19 players, very nice . Ended up doing 4 or 5 maps.

Subject: Re: Reminder: Lobby wars tonite AND tomorrow
Posted by [Hypnos](#) on Sun, 05 Dec 2010 22:32:35 GMT
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Success.

Subject: Re: Reminder: Lobby wars tonite AND tomorrow
Posted by [Goztow](#) on Mon, 06 Dec 2010 07:56:47 GMT
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Seeing the success of these games, we will try to make this a weekly event, starting the 19th of Dec (we have a comm war the 12th). The games will be passworded, with the password being on teamspeak. We might disable donations completely, though I'm not sure of this yet.

For the moment there's mostly (ex)-clanwar players in the event. I want it to be perfectly clear that the games are not limited to people with clanwar / lobby war experience! We also have some people with less experience joining in and they have a great time overall . There's a friendly atmosphere . So I'd like to invite everyone that's remotely interested in organized games to join in .

Any suggestions are welcome.

Subject: Re: Reminder: Lobby wars tonite AND tomorrow
Posted by [i0ncl0ud9](#) on Mon, 06 Dec 2010 16:33:54 GMT
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friendly until the match is over and then the win/loss ratios of everyone in game are analyzed on the forums turning it into a best playa topic

Subject: Re: Reminder: Lobby wars tonite AND tomorrow

Posted by [Spoony](#) on Mon, 06 Dec 2010 17:30:24 GMT

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not really.. the games themselves were friendly, and hitman and simpee had been raging in the best player topic before the games even started.

Subject: Re: Reminder: Lobby wars tonite AND tomorrow

Posted by [GoTWhiskÉY](#) on Mon, 06 Dec 2010 19:13:36 GMT

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In any game that involves winning and losing, someone is going to analyze the statistics. Thats why public servers have ladders, and clanwars was so popular all those years.

Its great that this will become a weekend event.

Subject: Re: Reminder: Lobby wars tonite AND tomorrow

Posted by [i0ncl0ud9](#) on Mon, 06 Dec 2010 23:27:32 GMT

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I understand that the results are going to be analyzed but I think that the way these results are being portrayed is a bit overstated.

A sample of 5 games amongst (numerically) uneven teams isn't going to prove anything, and I just find it a bit irritating that we can't even have a simple lobby war without it evolving into an argument about it on the forums.

I do think putting a password on this server will help out a lot, it's very annoying when you're in a close game and someone joins for the other team to make the teams uneven.

Subject: Re: Reminder: Lobby wars tonite AND tomorrow

Posted by [Goztow](#) on Tue, 07 Dec 2010 07:20:43 GMT

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90 % of the times this happened, someone just sat out. I know liquid sat out, I did, skeptical did. I also agree these games shouldn't be analyzed, I just play for fun.
