
Subject: Re: GSA v WOL 15v15+
Posted by [f100d3d](#) on Sat, 18 Nov 2006 04:59:41 GMT
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The server will be running on XWIS (with wolspy running). RenIP will most likely be blocked.

The server will be running in place of RenUnderground :: AOW and will be called WOL vs GSA Community War and will be running on a0000004.

Teamspeak address for this event is: ts2.tsugaming.com:7331

Because of the fact that we are trying to keep this clean and organized I am asking nicely that everyone remain orderly and follow the instructions of whoever is picking teams and setting up the game. Since we are expecting close to 24 people on the server as well as teamspeak (most, not all) -- it can get quite tedious asking everyone to do things individually. So stay focused so we can do what we all have been waiting to do..... WAR!

The GSA team will be led by Jimbo. Or whoever is elected by those who show up (if Jimbo doesnt)

The WOL team does not have a captain. You will have to pick on tomorrow.

TIME REMINDER: 4pm GMT (11am U.S. Eastern time)

So if you're in the western U.S. or Asia it could be quite late/early for you -- but this is a once in a very long while event so suck it up.

This will be a 12 v 12 event. First come first serve (unless the team captain is present, then he can pick his top 12). More than 12 per team ARE requestd to be available in case we need more people. We may even agree to a larger game if we have more people.

If the game turns out to be smaller or one team doesn't show (or have enough people) then it will be a forfeit. And you can decide whether or not you want to play for fun.

Any less than 6 people per side (wol/gsa) will constitute a forfeit. You must have at least 6 players.

Read above for more information (rules, etc.)

If anyone has any questions, feel free to contact me directly on MSN:
cryptowizard@speakeasy.net

Good luck to both teams, tomorrow! And have fun!
