
Subject: Scheduled Game - there's one in a few hours
Posted by [Spoony](#) on Sun, 28 Nov 2010 16:56:26 GMT

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a few of us (myself, whiskey, hypnos and gozy) are pushing the idea of a kind of hybrid public/lobbywar renegade teamspeak game. i'll call them Scheduled Games for now. the basic idea is to get the same sort of level of teamplay you find in community matches/lobbywars, but with less hassle of organisation, and more accessible.

there's one in three hours time. 3pm EST, 8pm GMT.

we use The Koss2 server for this - its settings and rules are very similar to community war settings. original renegade points system, 0 start credits, no early donate etc. teams will be random, but the server has a channel changer, so at the beginning of each map you'll be automatically reorganised into the right channel.

we strongly encourage that everyone involved is on teamspeak. just go there at 8pm. if you turn up a little late you can still jump in to the server (this being one of the advantages over traditional lobbywars)

simply join the Koss2 teamspeak: ts3.thekoss2.org - port 9987 - making sure your name on teamspeak is identical to your in-game name.

random players who join will be allowed to play so long as they're willing to play as a team.

see you there
