Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Crimson on Sat, 22 Nov 2003 04:40:19 GMT
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In the n00bstories Server, that is. Saturday is designated "Speedy Saturday" when each map is played for 5 minutes. I'm not sure how this will go or how it will be received, but I think it might be fun. Different strategies when you only have 5 minutes to win.

The rest of the themes are as follows:

Monday: Mod Map Monday
Tuesday: Normal play for now
Wednesday: Wealthy Wednesday (750 starting creds instead of 250)
Thursday: Timeless Thursday (no time limit on maps)
Friday: Friendly Fire Free-For-All Friday
Saturday: Speedy Saturday (5 mins/map)

There are plenty of normal all-out war servers out there. I wanted to create something new and different. It's not all new, actually Blazer did Friendly Fire Friday and Mod Map Mondays on his server way back in the day. This is just taking it to the extreme.

I'm still looking for something to do on Tuesdays that fits in the theme.

Thoughts, comments?

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Krazyfoxx on Sat, 22 Nov 2003 05:03:03 GMT
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Tankless Tuesday (Infantry only)? Anyway, I think it's a great idea.

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by gendres on Sat, 22 Nov 2003 10:34:20 GMT
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It sounds pretty interesting

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by NHJ BV on Sat, 22 Nov 2003 11:17:19 GMT
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How about Stupid Sunday? Invite all n00bs, turn off BR.net and let all the n00bs battle it out

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Majiin Vegeta on Sat, 22 Nov 2003 11:33:34 GMT
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sounds fun.. shame i got work today

might get a few games later on tonight

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by gibberish on Sat, 22 Nov 2003 12:26:27 GMT
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How about slaughter Sunday.

Set up your regulator to only allow noobs to join one side.

So you always have noobs verses vets..... :biggrin:

You could implement this based on the ladder or with a list of vets.

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by DrasticDR on Sat, 22 Nov 2003 13:04:03 GMT
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Bloody Sunday: Descruction of buildings is off just infantry and vehicles allowed. Without a time limit.

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by bigejoe14 on Sat, 22 Nov 2003 15:41:01 GMT
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Tankless Teusday sounds good.
Sunday Slaughter: No holds bared ruless mayhem?

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by NHJ BV on Sun, 23 Nov 2003 09:28:25 GMT
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No base destruction sounds good. Or perhaps Sniping Sunday using the (map)_Sniping maps?

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Jaspah on Sun, 23 Nov 2003 14:06:59 GMT
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I think "Sniping Sunday" & "Tankless Tuesday" would be the best choice.

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Sk8rRIMuk on Sun, 23 Nov 2003 17:51:36 GMT
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Tankless Tuesday sounds like a great idea.

How about Stupid Sunday, use maps with stupid AI bots running around.

Meh! there ideas are better than mine

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by flyingfox on Sun, 23 Nov 2003 18:10:31 GMT
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I got a better idea: Pistols only on tuesday. We all run around killing each other and sit for a few hours pistoling an MCT dead while one weak engineer heals from outside laughing his ass off.

FUN FUN FUN!!!!

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Aircraftkiller on Sun, 23 Nov 2003 18:21:23 GMT
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I have a better idea, keep most of the week standard, so it isn't full of gimmicks...

I always hated gimmicks in servers. Most of it isn't fun, like Saturday, the levels ended in five minutes... There was no time to do anything fun except shoot at the Harvester for points and see who got the most at the end, on each level...

A better idea would be to start running fan levels full time mixed in with standard levels, so the game's longevity isn't based on five minute rushing, or sniping only...

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Jaspah on Sun, 23 Nov 2003 18:35:56 GMT
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Do you guys get it?

The first letter of the day has to match the kind of play.

(Ex. Tankless Tuesday.)

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by NHJ BV on Sun, 23 Nov 2003 18:40:16 GMT
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AircraftkillerI have a better idea, keep most of the week standard, so it isn't full of gimmicks...

I always hated gimmicks in servers. Most of it isn't fun, like Saturday, the levels ended in five minutes... There was no time to do anything fun except shoot at the Harvester for points and see who got the most at the end, on each level...

A better idea would be to start running fan levels full time mixed in with standard levels, so the game's longevity isn't based on five minute rushing, or sniping only...

I wasn't there, but can see that five minutes won't do much, expecially on maps with base defenses. The other variations look good to me; it adds variation to the gameplay, therefor prolonging Renegade's lifetime

I dislike the idea of fan maps mixed with regular maps; I often search for fan maps being played, and then end up in a game on a fan map that ends in a minute, after which a map like Volcano starts...I'd rather have fan maps only in a server's rotation.

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Aircraftkiller on Sun, 23 Nov 2003 21:08:19 GMT
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Can't do that unless you have an established playerbase, or else most of them just drop out.

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by npsmith82 on Sun, 23 Nov 2003 21:43:04 GMT
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Cooolies, i'll be in there later tonight (5 hours time-ish)

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Crimson on Mon, 24 Nov 2003 03:06:21 GMT

"I'm not sure how this will go or how it will be received, but I think it might be fun. Different strategies when you only have 5 minutes to win."

My server was dead all day. LOL

OK, so that didn't work. It was worth a shot. I don't have enough of a moderator base (because Blazer is still working on getting BRenBot working on the new server) so I skipped sniping on Sunday. I'm also skipping Mod Map Monday because I haven't had a chance to evaluate maps.

So... Wednesday. Should I do 99999 creds or just something a little richer like 1000?

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by exnyte on Mon, 24 Nov 2003 07:25:11 GMT

CrimsonSo... Wednesday. Should I do 99999 creds or just something a little richer like 1000?

1000 or something like that... you know if someone had 99999 creds it would be. "Beacon Deployed, Beacon Deployed, Beacon Deployed" five seconds into the game. And those are all in their own base because they have the funds.

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Aircraftkiller on Mon, 24 Nov 2003 08:34:11 GMT

Quote:I'm also skipping Mod Map Monday because I haven't had a chance to evaluate maps.

*Aircraftkiller points to his 30+ collection of levels located at
http://www.cncden.com/ren_ackmaps.shtml

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Crimson on Mon, 24 Nov 2003 08:55:45 GMT

Yeah, yeah, but I can't do all ACK maps or I'll be accused of being your minion.

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Deactivated on Mon, 24 Nov 2003 08:58:35 GMT

Sk8rRIMukHow about Stupid Sunday, use maps with stupid AI bots running around.

I run over AI bots and I will get 60 kills without being harmed.

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by NHJ BV on Mon, 24 Nov 2003 10:16:26 GMT
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I agree, most of Ack's maps are good enough for a mod map server. I like C&C_High_Noon very much as well, I don't know who made it however.

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Deactivated on Mon, 24 Nov 2003 10:35:17 GMT
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Titan made it.

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by sniper12345 on Mon, 24 Nov 2003 12:02:57 GMT
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do lightwave and haunted2

Subject: Saturday at midnight (my time) kicks off themed events!
Posted by Sk8rRIMuk on Mon, 24 Nov 2003 12:59:53 GMT
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AircraftkillerQuote:I'm also skipping Mod Map Monday because I haven't had a chance to evaluate maps.

*Aircraftkiller points to his 30+ collection of levels located at http://www.cncden.com/ren_ackmaps.shtml

Noooo I wan't mod map monday, if there all ACK maps I don't mind, just want some fun mod maps

disclamer - I am not saying ack maps are bad, but variety is good when availabel

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