

## Chat-Mitschnitt vom 22. August 2013

- (20:30:08) **System:** SSV-Klaus betritt den Chat.
- (20:30:12) **Edward\_Harlequin:** @illacia catholic in paderborn -  
hmm looks like it's pagan really [http://en.wikipedia.org/wiki/Irm  
insul](http://en.wikipedia.org/wiki/Irm<br/>insul) 🤔
- (20:30:19) **System:** Alarion betritt den Chat.
- (20:30:23) **SSV-Klaus:** hi to all 🤔
- (20:30:23) **Alarion:** hi all!
- (20:30:34) **maxl:** Hi Klaus, Alarion
- (20:30:34) **Edward\_Harlequin:** Hallo Klaus, maxl, alarion
- (20:30:38) **Königin\_Illacia:** Hello Harald.
- (20:30:39) **Cicero:** Hi Klaus, Hi Harry
- (20:30:40) **Gorlin:** guten abend!
- (20:30:48) **Edward\_Harlequin:** und harald
- (20:30:48) **Alarion:** meine verehrung \*sich verneig\* 🤔
- (20:30:58) **Alarion:** chatsprache heute deutsch oder englisch  
oder beides?
- (20:31:10) **Cicero:** after a long time back in chat but when we  
discussing such an point ... 🤔
- (20:31:10) **SSV-Klaus:** english please
- (20:31:11) **Gorlin:** abwechselnd
- (20:31:13) **Alarion:** hi ed!
- (20:31:15) **Edward\_Harlequin:** beides geht bei mir, aber dean  
kann nur englische
- (20:31:38) **Alarion:** okay, dann jetzt deutsch und wenn dean  
kommt schwenken wir halt um auf englisch 🤔
- (20:31:42) **Edward\_Harlequin:** klaus - dean is not yet  
anmelded or needs help
- (20:31:59) **Königin\_Illacia:** @Edward: I have to check that one.
- (20:32:21) **Gorlin:** am besten wir wechseln mehrmals mitten im  
satz, that way everybody gets confused even more.
- (20:32:28) **Edward\_Harlequin:** Und wem ist harald -  
maxl/cicero/alarion ?
- (20:32:38) **Alarion:** Alarion = harald
- (20:32:39) **maxl:** Well English is better for me as well but I am  
not sure if I am in the target group of this chat 🤔
- (20:32:42) **Edward\_Harlequin:** Es is all gut by mir

(20:32:59) **Alarion**: or harry 🤔

(20:33:05) **Edward\_Harlequin**: super

(20:33:33) **Alarion**: rüdiger, alles klar wegen wa042 oder brauchst noch infos von mir (sollten wir aber nicht hier diskutieren 😊)?

(20:33:53) **Edward\_Harlequin**: I think it's definitely best to discuss plans out in the open

(20:33:55) **Edward\_Harlequin**: 🤔

(20:34:08) **Cicero**: @Harry: ooch soweit alles klar, nur falls Du noch Ideen hast nur her per Mail 🤔

(20:34:15) **Alarion**: strange, my enemies also always thinks so 😊

(20:34:21) **SSV-Klaus**: yes, we have some problems with Deans setup - I have him here as "Djohnson" registred. normally he can come in now

(20:34:37) **Edward\_Harlequin**: ok he's looking now

(20:34:48) **Alarion**: don johnson from miame vice?? 🤔

(20:34:58) **SSV-Klaus**: non, dean, not don

(20:35:07) **Alarion**: i know, only a poor joke 😊

(20:35:10) **Königin\_Illacia**: No, Mr. Johnson from Shadowrun ...

(20:35:11) **SSV-Klaus**: 🤔

(20:35:20) **Edward\_Harlequin**: uh oh....

(20:35:28) **Edward\_Harlequin**: maybe he has a job for us

(20:35:37) **Königin\_Illacia**: Trust him!

(20:35:44) **Cicero**: @Klaus: non? Please not also French, there I'm not really good 😊

(20:35:58) **Alarion**: by the way, euroleague-playoff, salzburg vs. vilnius 5:0 after 80 minutes... 🤔

(20:36:04) **SSV-Klaus**: the 2nd "n" was to much

(20:36:14) **Alarion**: je parle francais mais seulement a peu... 🤔

(20:36:40) **Edward\_Harlequin**: I'm the same with bayerisch

(20:36:49) **Alarion**: jo mei! 😊

(20:37:04) **Edward\_Harlequin**: servus

(20:37:06) **Königin\_Illacia**: Ich sprech weder Französisch noch Bayrisch.

(20:37:33) **maxl**: Can someone tell me the main topic for this chat

(20:37:39) **Alarion**: okay, so lets try englisch again  
(20:37:55) **SSV-Klaus**: championsgame  
(20:37:59) **maxl**: ok  
(20:37:59) **Cicero**: the next Champions Game should be the topic.  
(20:38:20) **Edward\_Harlequin**: @klaus Djohnson says registration not complete  
(20:38:23) **maxl**: Then I'll stick  
(20:38:34) **Edward\_Harlequin**: Champions game  
(20:38:35) **Alarion**: unfortunately i will probably not play it 🙄  
(20:38:45) **Edward\_Harlequin**: warum  
(20:38:48) **Edward\_Harlequin**: ?  
(20:38:53) **SSV-Klaus**: damn  
(20:39:00) **maxl**: scared I think...  
(20:39:03) **Alarion**: because of heavy time (reallife) problems  
(20:39:06) **Gorlin**: too many games runnung already?  
(20:39:07) **Königin\_Illacia**: Neither me. I'm glad, that I can handle ONE (RPG-)game.  
(20:39:17) **Edward\_Harlequin**: ah ok, sad to hear, - the current harlequin pool  
(20:39:21) **Königin\_Illacia**: Family ...  
(20:39:53) **Edward\_Harlequin**: has already got a bunch of players interested but I gather that NIC is not grabbing your interest as a module ??  
(20:40:09) **Alarion**: 3 ongoing games + a change in my job that will cause -1,5 hours free time each day due to a new town for working...  
(20:40:21) **Edward\_Harlequin**: ouch  
(20:40:24) **Alarion**: this starts in october  
(20:40:59) **Edward\_Harlequin**: so kick the opposition into touch int he first month of play ? do I need to turn off king's peace ?  
(20:41:13) **Alarion**: additionally a 10 turn-game with CRT will need more time than our usually 14-day without crt-games  
(20:41:35) **SSV-Klaus**: I dont know, what happen with Dean's setup. I as Admin never see his sezup, but Karsten (the onwer of the page) tells me, that he manage the sttig. But it seems, it will not work. Normally I make the new setups, but Deans I never see. So, I dont know what happen

(20:42:12) **Edward\_Harlequin**: @klaus dean has found something in his spam folder

(20:42:22) **SSV-Klaus**: I see, that Deam do also 2nd setup - I dont see it, I cant activate it

(20:42:52) **Edward\_Harlequin**: @harry the 10 day turn around is a bit of a slow game as far as the harlequin players are concerned I think

(20:43:25) **maxl**: Not sure, Edward

(20:43:25) **Cicero**: In my Opinion the worst problem for most SSV-Players is the time. To me I'm playing four games, so a Champions game probably won't turn out. Especially with 10 days ZAT 🤔

(20:43:27) **Alarion**: for me as ssv-player its a bit of a quick game as far as i would be concerned 🤔

(20:44:07) **maxl**: 10 days is good for HG as far as I know

(20:44:26) **maxl**: just a few might want 7, but not the majority for sure. Some would want 14 as well.

(20:44:27) **Edward\_Harlequin**: ok so is the 10 day turn around the biggest problem - we can probably slip to 14 days if that's what it will take to make this happen

(20:44:28) **SSV-Klaus**: i activate dean now

(20:44:32) **Alarion**: i think it's not a main problem, only another step

(20:44:51) **System**: *Djohnson1 betritt den Chat.*

(20:44:59) **Alarion**: hello dean!

(20:45:01) **Djohnson1**: hello all

(20:45:02) **maxl**: Hi Don!

(20:45:02) **SSV-Klaus**: hi dean 🤔

(20:45:14) **Cicero**: Hello Dean

(20:45:34) **Königin\_Illacia**: Hello Dean.

(20:45:45) **SSV-Klaus**: but 14 days Harlequin players dont like, or?

(20:46:04) **System**: *Karsten betritt den Chat.*

(20:46:08) **Cicero**: from Most active Players I know I always hear I have to much games, when I plan a Team 🤔

(20:46:08) **Edward\_Harlequin**: well a bunch of players like faster games but some will be happy with 14 days

(20:46:10) **Karsten**: hi

(20:46:11) **SSV-Klaus**: hi karsten  
(20:46:11) **Alarion**: hi karsten  
(20:46:21) **Cicero**: Hi Karsten  
(20:46:21) **maxl**: hi K  
(20:46:23) **Alarion**: the main problem is time  
(20:46:35) **Edward\_Harlequin**: hi karsten  
(20:46:38) **maxl**: for you, Harry, or for all SSV?  
(20:46:46) **Alarion**: 10 days and crt will increase this problem a bit, but this is not so important  
(20:47:13) **Djohnson1**: Although HG players like a faster turnaround, 14 days is good for a Champions game, with an organised team that can spread out around the turn cycle with sries and locates, it gives time to co-ordinate and plan!  
(20:47:21) **Alarion**: of course i cant say this vor all SSV-players, but i think it is the main problem for pretty much of us  
(20:47:30) **Edward\_Harlequin**: ok so lets assume we've changed to a 14 day turn around  
(20:47:40) **Alarion**: vor = for 🤔  
(20:47:46) **maxl**: module?  
(20:47:54) **Edward\_Harlequin**: well that's a good question maxl  
(20:48:00) **Karsten**: I like turns 14 days or 7 days. It´s more easy to remembere the day 🤔  
(20:48:03) **Djohnson1**: I think we can sell 14 days as a plus  
(20:48:12) **Alarion**: true  
(20:48:18) **maxl**: @Dean lol  
(20:48:23) **Cicero**: From this Point I would suggest only mixed teams cause in my Opinion there won't be enough SSV-Players for a real Competition SSV vs HG  
(20:48:48) **maxl**: @Cicero Agree for different reasons as well 🤔  
(20:48:58) **Edward\_Harlequin**: the current plan was for a revamp of NIC where each faction was allowed to have 1 member also become a druid and 2 members become dragonriders (in addition to their original faction)  
(20:49:07) **Cicero**: And next point whats the Goal of the Game? To finfd the Best team, yes, but also to meet new Players 🤔  
(20:49:07) **Djohnson1**: yeah I dont really think the point of a champions game was to ever be SSV vs HG but the odd team might like to play like that

(20:49:17) **Edward\_Harlequin**: the idea being that this would unlock new interesting faction adventure combos

(20:49:24) **Djohnson1**: yes cicero

(20:49:43) **Djohnson1**: A LOT of HG players have already said they want to play with SSV

(20:49:49) **Djohnson1**: and meet new p;ayers

(20:49:53) **maxl**: indeed

(20:49:59) **Alarion**: any interests for a nation-game, us, english, germans, austrian, mixed (all other), something like this

(20:50:13) **Edward\_Harlequin**: We have a couple of players that can play either in german or in english, but who said they would rather play in a team of all one language or the other

(20:50:15) **maxl**: I hate the HG vs SSV style...

(20:50:31) **Edward\_Harlequin**: a team

(20:50:39) **Alarion**: i also dont like it because 2 factions are not enough...

(20:51:04) **Edward\_Harlequin**: 2 factions are not enough ??

(20:51:13) **Alarion**: ssv vs hg...

(20:51:20) **Edward\_Harlequin**: yes the current plan for nic was

(20:51:22) **SSV-Klaus**: when only mixed teams, why does the game than be named as "Championsgame". Its simple a "mixed game" of HG and SSV players

(20:51:31) **Cicero**: I think English should do fine. Also If you not have Oxford-English Standards, the Communication would work 🤖

(20:51:49) **Edward\_Harlequin**: ssv1 ssv2 harl1 harl2 and a mixed team, but that could equally be harl1 ssv1 and 3 mixed teams

(20:51:57) **Cicero**: @Klaus: because its up to find the Best team in world 🤖

(20:52:07) **Djohnson1**: Well we can relabel it International, in that its drawing from the whole legends player base across the planet

(20:52:11) **Alarion**: i also think so. i think most of the SSV-players speak english not perfect, but good enough to communicate

(20:52:12) **Djohnson1**: snap

(20:52:20) **Djohnson1**: cicero

(20:52:21) **SSV-Klaus**: than this team wil win (when it was the best in the world)

(20:52:44) **Djohnson1**: hah World Champs game!

(20:52:48) **Djohnson1**: like MTG

(20:53:10) **Alarion**: again, nations-teams? a bad idea?

(20:53:10) **Edward\_Harlequin**: 'International woot'

(20:53:12) **Djohnson1**: except not tied to a nation just the payers

(20:53:15) **Djohnson1**: players

(20:53:16) **SSV-Klaus**: we can also called it "international game". I understand "Chamionsgame" different - as a match HG vs. SSV - how ever

(20:53:21) **maxl**: I think teams should be mixed and maybe even partially picked by the GM's.

(20:53:46) **Edward\_Harlequin**: well the pain was to draft the players like the superbowl

(20:53:50) **Edward\_Harlequin**: plan

(20:54:03) **Djohnson1**: I think teams should be drafted but have thought of this as a modification

(20:54:03) **Edward\_Harlequin**: nfl rather

(20:54:24) **Cicero**: International Teams are not automatical bad, but my concerns are regarding the Player base in germany and Austria regarding the Time Problem

(20:54:29) **Alarion**: i think a championsgame was fine in the times of several (at least 4) firms with players. not, only with hg and ssv this is a too small format

(20:54:35) **Djohnson1**: that a team captain can nominate a right hand man

(20:54:46) **SSV-Klaus**: but at all, it was right, that there was from SSV side to less interest for the game (how ever it was called). I gain only 3 (!) interest. Much to less for a SSV side

(20:54:47) **Djohnson1**: that he gets on his team for SURE

(20:54:48) **maxl**: Time problem?

(20:54:53) **Djohnson1**: certain first pick

(20:55:29) **Djohnson1**: well we have more than 10 pre-pledges

(20:55:34) **Cicero**: @maxl: Most SSV Players play already as much games here at Graz as they can

(20:55:46) **Djohnson1**: ie people that have expressed they want to play before we have even asked for pledges



(20:55:46) **maxl**: Maybe first find the way to get more SSV players in...

(20:55:51) **Djohnson1**: so we will get a lot

(20:55:57) **SSV-Klaus**: ans I dont find a team captain, only one player, which will be the 2nd team leader in a mixed team (with a main leader from HG)

(20:56:03) **Djohnson1**: So I think we go for mixed teams

(20:56:06) **Edward\_Harlequin**: @harl we've just had a few games end so we're starting more games as fast as I can

(20:56:07) **Alarion**: additionally wa042 and wa043, both still ongoing, are very time-consuming

(20:56:28) **Djohnson1**: win ONE! 🏆

(20:56:38) **maxl**: Maybe postpone till some SSV games are finished?

(20:56:43) **Alarion**: we try! since +40 months in wa042...

(20:56:43) **Edward\_Harlequin**: ok so 5 mixed teams - each with at least one from ssv ?

(20:57:03) **Cicero**: The right Idea to my Opinion. We should think about the ways to mobilize more SSV Players

(20:57:13) **Djohnson1**: Well you have a lot of games going but we need to start this before BTR

(20:57:15) **maxl**: Ed, 5 teams and 3 SSV players won't fit 🤔

(20:57:19) **Alarion**: yes, this was also my thought - start the championsgame later, when at least one additional wa-game is over

(20:57:23) **SSV-Klaus**: what do you think I do in the last 14 days 🤔

(20:57:29) **Djohnson1**: sure you can find 1-2 more

(20:57:48) **Djohnson1**: would there be an SSV captain if he could pick a 2nd in command to play with him?

(20:57:51) **Edward\_Harlequin**: especially if we switch to international game - and 14 day turn around ?

(20:57:59) **maxl**: @Cicero we are on the same page...

(20:58:10) **Cicero**: @Klaus: Yes How to make it, thats the Great Question 🤔

(20:58:21) **SSV-Klaus**: no, he want to play in a mixed team

(20:58:37) **Edward\_Harlequin**: ssv captain is not a requirement - it's just someone who picks the rest of the faction



(20:58:39) **maxl**: I'd rather wait a few months and have 10-15 SSV players than force 2-3 more SSV players into the game on short term...

(20:58:57) **Alarion**: is crt (also time-consuming and only rarely used in ssv-games) a must?

(20:59:10) **Edward\_Harlequin**: @maxl yes that would be nice - do you think a game ending will have that impact ?

(20:59:12) **Alarion**: max - agree

(20:59:18) **maxl**: @Harry for me it would be 🤔

(20:59:27) **System**: *Weissy betritt den Chat.*

(20:59:33) **Weissy**: Shalom

(20:59:35) **Edward\_Harlequin**: hallo weissy

(20:59:36) **Cicero**: When I look at the Discussions here at the Wolkenburg I think that there are many irrational Arguments why this wont work and hat wont work. The key Question is the Time to me

(20:59:37) **SSV-Klaus**: hello Matthias

(20:59:38) **Alarion**: hello weissy!

(20:59:43) **maxl**: @Edward Only Klaus could ansswer that?

(20:59:49) **Cicero**: Hello Matthias

(20:59:50) **System**: *Arax betritt den Chat.*

(20:59:56) **Arax**: Hello

(20:59:56) **SSV-Klaus**: hello guido

(20:59:58) **Alarion**: hello guido!

(20:59:59) **Cicero**: Hi Guido

(21:00:04) **Edward\_Harlequin**: hello the bold

(21:00:07) **maxl**: Guido, nice to see you

(21:00:21) **Djohnson1**: hi All, we put CRT in as its a higher level of play that we thought players would want access to in a team orientated game

(21:00:36) **Djohnson1**: hi Arax and all

(21:01:02) **Cicero**: Nic for example is to my Opinon as good for a Champions Game as every other Module, so why not Nic?

(21:01:08) **maxl**: 14 day turnaround without CRT for a basher... <shudder>

(21:01:17) **Alarion**: crt is doable also for ssv-players, but again something time-consuming!

(21:01:27) **Djohnson1**: Nic is better than most as the factions are well defined

(21:01:33) **Edward\_Harlequin**: shudder shudder

(21:01:35) **Edward\_Harlequin**: 🤔

(21:01:39) **maxl**: 🤔

(21:02:23) **Alarion**: i would prefer for example coc, but with our reworked faction-system. all infos about this would be in the module-book, so same base for all

(21:02:38) **maxl**: Ok, so wait for some SSV game to finish (Klaus checks if this will get more people in); then 14 day turnaround NIC game with CRT, mixed teams.

(21:02:51) **maxl**: Or CoC 🤔

(21:02:59) **Edward\_Harlequin**: in coc I was thinking throne of chaos - with each of the 7 duchies having one chaos group to go with it

(21:03:04) **Alarion**: wa042 is in the 45. month... still 19 players (according to my list)

(21:03:11) **Cicero**: Another Point where I wonder: The Balancing of Factions. We play also the Modules SoP CoC etc. normaly without discussions about the factions. In normal games all went well...

(21:03:48) **Alarion**: i made a rework of the coc-factions, 8 factions, all able to win

(21:03:58) **Edward\_Harlequin**: so alsace plus the insectiods, and cerrulean plus the marats, kalgary plus the mutants, etc tec

(21:04:03) **Djohnson1**: We proposed and ROI/IR variant and Ed will tak about coc

(21:04:05) **Alarion**: perhaps you could have a look for this

(21:04:30) **Alarion**: roi could be really interesting, but had to find rather fair factions/setups

(21:04:50) **Edward\_Harlequin**: the plan with ir was to plick two factions per team

(21:05:03) **Edward\_Harlequin**: with the weaker team getting first pick of two factions

(21:05:08) **Edward\_Harlequin**: pick

(21:05:20) **Djohnson1**: Yes the IR variant would potentially produce unbalanced results

(21:05:22) **SSV-Klaus**: IR with Umbria, Nagashun, Elves, Paverain and Nomdas (mixed Team). Alls other factions are not played

(21:05:27) **Edward\_Harlequin**: every member of the team would get added to both factions

(21:05:31) **SSV-Klaus**: Nomads

(21:05:34) **Alarion**: who decides which teams are weaker?

(21:06:01) **Edward\_Harlequin**: basically myself and klaus

(21:06:01) **Cicero**: okay no I throw my favorite in too 😊. I prefer TC 😊

(21:06:09) **System**: *Hawkmoon betritt den Chat.*

(21:06:10) **SSV-Klaus**: hehe

(21:06:10) **Edward\_Harlequin**: but based on the ranking system

(21:06:15) **Alarion**: TC? no way!

(21:06:15) **SSV-Klaus**: hello Andreas

(21:06:16) **Djohnson1**: heh heh Cicero

(21:06:18) **Hawkmoon**: good evening

(21:06:26) **Cicero**: Hi Andreas

(21:06:26) **Djohnson1**: hi Hawk

(21:06:27) **Edward\_Harlequin**: hello hawksmoon

(21:06:36) **Alarion**: hi andreas!

(21:06:49) **Djohnson1**: We could DO the Klaus faction list in IR but is it more appealing than NIC?

(21:07:01) **Alarion**: for me yes

(21:07:09) **Cicero**: For Competition of teams Tc ist to my Opnion the Best because of the Victory Clash System. rest could be reworked 😊

(21:07:15) **Arax**: Hello Andreas

(21:07:19) **Alarion**: but unfortunately this is not my problem, i would be very motivated to play this game

(21:07:31) **Djohnson1**: we suggested a mad variant, where each team had access to pair of factions

(21:07:34) **Djohnson1**: in IR

(21:07:50) **Alarion**: could be interesting, but hard to balance

(21:08:14) **SSV-Klaus**: at the moment, we will have to less players for a two-faction game

(21:08:20) **Djohnson1**: yes it would be harder to balance but potentially more fun?

(21:08:33) **Alarion**: potentially yes

(21:08:36) **Edward\_Harlequin**: why less players klaus ??

(21:08:40) **Arax**: Is Jade Eye already discussed?

(21:08:49) **SSV-Klaus**: no, not yet

(21:09:09) **Djohnson1**: Klaus' factions are sensible, maybe you get to add one on on top those picks, make broken adventure combos?

(21:09:11) **Edward\_Harlequin**: not yet, but the time delay before starting is a factor there guido

(21:09:15) **SSV-Klaus**: two factions for a "team" needs more players as one faction

(21:09:27) **Edward\_Harlequin**: no I don't think so

(21:09:40) **Edward\_Harlequin**: same number of players - but each player gets added to both factions

(21:09:48) **Djohnson1**: I don't think Jade Eye is a real option, neither is BTR interms of knowing they will work

(21:09:53) **SSV-Klaus**: hm

(21:10:17) **Djohnson1**: do you disagree Klaus?

(21:10:34) **Edward\_Harlequin**: so for instance nagashun + nameless as a combo

(21:10:51) **Cicero**: In theory Jade Eye should be excellent for such a game, but it hadn't played until now, that's not good...

(21:10:57) **Edward\_Harlequin**: elves and arcane coalition

(21:11:07) **Edward\_Harlequin**: pavs and raswen

(21:11:11) **Edward\_Harlequin**: nomads and vol

(21:11:11) **Alarion**: paverain + talthain? umbrien + ?, elves + dwarves? nomades + vol?

(21:11:21) **SSV-Klaus**: with Jade Eye? Never! 🙄 (I want to see my modul run! International game is maybe the last chance for that modul) boohooo

(21:11:31) **Edward\_Harlequin**: umbria + dwarves

(21:11:51) **Edward\_Harlequin**: pav + talthain = no

(21:12:10) **Edward\_Harlequin**: talthain each faction can have one city (or something)

(21:12:14) **Königin\_Illacia**: Elves + dwarves fits better from the background.

(21:12:18) **Alarion**: jade eye should have a very similar base for all factions, a clear plus. but i'm not sure if enough players (ssv and hg) would like to try it?

(21:12:29) **Djohnson1**: #pavs + Thathain = auto win?

(21:12:51) **Alarion**: perhaps a too strong combination

(21:13:06) **Königin\_Illacia**: oh, yes°

(21:13:31) **Cicero**: Courious, normally when there is a new module everybody runs to get in there 🤔

(21:13:58) **Djohnson1**: Cicero, Champs games explore and find any weakness in a module

(21:14:06) **Alarion**: normally yes, but i even didnt play our new module due to time problems. 😞

(21:14:08) **Weissy**: there seems to be a curse on that module 🤔

(21:14:10) **Djohnson1**: if there is something not quite right in a new module

(21:14:14) **Arax**: What is with Victory Island?

(21:14:16) **Edward\_Harlequin**: jade island needs translation time

(21:14:19) **Djohnson1**: it could ruin it for a team

(21:14:28) **SSV-Klaus**: I simple bury Jade Eye a year ago. Now it look a little out of its grave. If I cant dig it out now (or in the next months) I will definitely kill it. I dont want to think again and again about it. So, be sure, it will be the last chance for this small modul. 🤔

(21:15:00) **Alarion**: oh my god! so dramatic! Klaus, it's you? 🤔

(21:15:12) **Edward\_Harlequin**: klaus - we may rescue it and victory island - we have a plan for a real time game of legends at a convention

(21:15:21) **SSV-Klaus**: but I understand also that it very, very special. less , very less flair, specialiced olny for fight - nothing else

(21:15:25) **Weissy**: to me Jade Eye is more tempting than one of the other ones

(21:15:47) **Edward\_Harlequin**: with 1/4 hour = 1 day, 4 day turn around, production every 2 hours

(21:15:54) **Cicero**: @Klaus: Don't be so sad, It had everytime different reasons why the Game doesn't start

(21:16:16) **Cicero**: To me one Time I had played it another time not.

(21:16:18) **Arax**: Jade Eye should be ideal of champion game. There are only 20 legends and the modul book to translate

(21:16:31) **Edward\_Harlequin**: klaus how much work to get jade island running in english ?

(21:16:55) **Cicero**: The point is the time.

(21:17:11) **SSV-Klaus**: (mention, slowly I forget all what I think for Jade Eye - and some time I will forget most- How shall I start a modul, when I dont know anylonger what facts are inside? I cant start, when I dont know, what can happen!)

(21:17:32) **Cicero**: If I had 4 games like now, ther could be the Hyper-Duper-super Modul an I must regretfully stay offside...

(21:17:59) **SSV-Klaus**: there are over all 50 pages to translate. 30 modul book and 20 ingame Legends

(21:18:03) **Alarion**: thats the reason why i dont play victory island..

(21:18:28) **Edward\_Harlequin**: ah ok so 2 months translation and another month of thinking before even deciding whether the balance makes a game that works for a champions game?

(21:18:28) **Alarion**: could players help to translate?

(21:18:49) **Djohnson1**: I think its just too much to get it going and too new

(21:18:59) **Cicero**: @Harry: the fourth worked out for me, so I'm, in, but a fifth? Never Ever 🤔

(21:19:08) **Djohnson1**: If we went for that lead time we could use BTR

(21:19:29) **Djohnson1**: but again you come down to the best Legends players finding the flaw in an untested module

(21:19:42) **SSV-Klaus**: Victory Island will have 70 page modul pook and 150+ page ingame text (or more, dont know exactly, even more, than less)

(21:20:04) **Alarion**: to compare - and mystic sea?

(21:20:05) **Djohnson1**: it asks for problems, probably at the point of deciding victory! 🤔

(21:20:20) **Djohnson1**: ie a bad experience for players!

(21:20:30) **Edward\_Harlequin**: I don't know mystic sea

(21:20:35) **SSV-Klaus**: sorry, I dont want to make preasure with Jade Eye - I only say, what I think of this modul.

(21:20:56) **Edward\_Harlequin**: no worries klaus - nothing to apologise for 😊

(21:20:58) **Cicero**: generally the new Modules are fantastic sure and i'm conviced, that also HG-gamers would be fascinated, but in any case these Modules need much Time before they can used for an Champions Game

(21:20:59) **Djohnson1**: Interested in Jade Eye as a longer term option

(21:21:02) **Alarion**: i think mystic sea could be great for a championsgame. but unfortunately the hg-players still dont know it

(21:21:04) **SSV-Klaus**: I see it never run. ONLY in my head. I cant say, if it function

(21:21:38) **SSV-Klaus**: I think, it work - but can I be sure? No!

(21:21:44) **Gorlin**: with Jade Eye nobody played it yet, so its new (and the same) for everybody, regardless if SSV or HG. (still not my kind of module though 😊)

(21:21:51) **maxl**: #Harry that HG dont know the module doesn't matter if you mix teams

(21:22:08) **Alarion**: i also think so, but would the majority think so?

(21:22:25) **maxl**: I would like to try it for sure 😊

(21:22:26) **Cicero**: If you Plan a long Time Option translate Warlords of Anjora. this is untiol now the Best for me. hence there are some Balncings neede, I always hear the Daks are Chanceless...

(21:22:38) **Edward\_Harlequin**: we want to get jade island running long term for sure, but not for a champions game - too risky - I think it needs to be NIC or IR or CoC or Sop

(21:22:46) **SSV-Klaus**: yes, but Mystic Sea will have around 200 pages ingame text to translate and it will be very, very complex text to translate and put in the database (believe me!)

(21:22:54) **Alarion**: daks are chanceless? i will try it some day... 😊

(21:23:17) **Alarion**: okay, so no mystic sea (i thought so)

(21:23:17) **Edward\_Harlequin**: #long term mystic sea, warlords of anjora and probably a few others



(21:23:34) **SSV-Klaus**: @Edward do you mean "Jade Eye" or "Victory Island" ?

(21:24:08) **Cicero**: If you look at the Playerlist in WA41...they were definitely not the badest of the SSV-Players 🤔

(21:24:14) **Arax**: The first compapion game wasn't balanced, if you think of the soldier copy SA. Older modules might have similiar problems.

(21:24:53) **Edward\_Harlequin**: @klaus victory island is probably the tournament game - i don't know much about jade eye but that could be interesting too

(21:25:12) **SSV-Klaus**: okay, victory island 🤔

(21:25:36) **SSV-Klaus**: the tournament game is only a small - but important - part ov the modul

(21:25:38) **Edward\_Harlequin**: but probably with a ridiculously short turn around time

(21:25:42) **SSV-Klaus**: oif

(21:25:44) **SSV-Klaus**: of

(21:25:50) **Edward\_Harlequin**: that was for conventions

(21:26:09) **Edward\_Harlequin**: or face to face play (in my head anyway)

(21:26:25) **Alarion**: afk

(21:26:48) **Edward\_Harlequin**: coffee has run out .....111

(21:27:16) **Djohnson1**: Out of what we can run what appeals the most

(21:27:18) **Edward\_Harlequin**: ok so back to the topic of which module for the champions game

(21:27:20) **Djohnson1**: to me as a player

(21:27:29) **Djohnson1**: I would love the IR variant

(21:27:32) **Djohnson1**: in some form

(21:27:37) **Djohnson1**: but what about you lot

(21:27:47) **SSV-Klaus**: okay, that was than the answer of my question, if you are intersted to bring harlequin players to my next tournament game? Okay, no problem. I announce the next tournmant game with game start September 2nd or 9th

(21:27:47) **Djohnson1**: COC Duchy + chaos back up

(21:27:53) **Edward\_Harlequin**: I'd like the throne of chaos variant myself

(21:27:54) **Djohnson1**: 5factions?

(21:28:41) **Edward\_Harlequin**: @klaus lets talk about that via skype later

(21:28:50) **Edward\_Harlequin**: but interested

(21:29:13) **Cicero**: Right now to me there are two Statements:

(21:29:17) **Edward\_Harlequin**: throne is 7 factions

(21:29:32) **Cicero**: The Module is to my Opinion secondary, thea all will do fine

(21:29:42) **SSV-Klaus**: as I say, the next game was announced 🤖 If you like, you can give my "translation" (oh my god) to your players

(21:29:55) **Arax**: if you go for the older modul maybe CoC with SSV fraction system would also be an option

(21:30:10) **Edward\_Harlequin**: what's the ssv factions ?

(21:30:10) **Cicero**: second the most SV Players doesn't have enough time for a great game at the moment

(21:30:24) **Alarion**: back

(21:30:55) **Edward\_Harlequin**: but if it's 14 day turn around and all mixed teams is that a problem - most teams can handle a single player being a bit busy

(21:30:57) **Arax**: @Cicero: that a problem - time and player base in SSV

(21:31:02) **SSV-Klaus**: yes, in the next few weeks, months we will have to less SSV players who will have interest (or cpacity) to play in the game

(21:31:10) **Cicero**: This would be completley change if one of the games at SSV will be closed. then is the best time for a new Champions Game

(21:31:18) **Alarion**: the ssv factions in coc means the reworked factional system with 8 factions in 8 regions

(21:31:47) **Edward\_Harlequin**: ok might be interested in that but 8 factions is a lot of teams for a champions game

(21:32:00) **Alarion**: you dont have to fill them all

(21:32:11) **SSV-Klaus**: not all have to be in the game

(21:32:17) **SSV-Klaus**: 🤖

(21:32:30) **Arax**: Can maybe combine to 2 \* 4 teams in CoC

(21:32:40) **Alarion**: yes, also possible

(21:33:23) **Arax**: I would propose Jade Eye at first and CoC as second best

(21:33:25) **Edward\_Harlequin**: how big are the 8 factions ?

(21:33:28) **Cicero**: If we get ack to the Point of the Best team, even 8 factions shouldn't be a problem. So there are more HG Player then SSV-Player so what? With Mixed teams no Problem...

(21:33:51) **Edward\_Harlequin**: no problem with all mixed that's cool

(21:34:05) **Edward\_Harlequin**: but we still want a bunch of ssv player to play

(21:34:17) **Edward\_Harlequin**: and ideally some to take leadership roles

(21:34:32) **Alarion**: all factions have 6-7 module cities and are located in one region of the may. we have tasen, orcs, hives, falcons (the south-west), humans, elves, dwarfes and south-humans + dark elves

(21:34:40) **SSV-Klaus**: in question of faction size, please look pat pages 11 and 12 into the modul book I sent you

(21:34:59) **Cicero**: COC as a Module isn't a Problem. Most SSVer like it.

(21:35:05) **System**: *Weissy wurde ausgeloggt (Timeout).*

(21:35:05) **Edward\_Harlequin**: I'm not at the work machine Klaus

(21:35:36) **Edward\_Harlequin**: I'll see if I can log in remotely

(21:35:40) **Alarion**: oh i see now - in one region of the map (not may) 🤔

(21:35:51) **SSV-Klaus**: Partei #1 – Die Tasen

Um Mitglied der Partei #1 zu werden, müssen die Startcharaktere diese Voraussetzungen erfüllen:

- Rasse: #206 Mara'Tase, #226 Tera'Tase, #246 Scar'Tase.
- Religion: #9 Krom.
- Die Aufstellung wird im Parteigebiet rund 10 bis 15 Provinzen um eine Parteistadt herum erfolgen.

Die Modulstädte der Partei #1:

F#3008 Tosgard F#3009 Krosnogard F#3010 Tierkegaard

F#3063 Leopodville F#3064 Frostgaard

Partei #2 – Die Orks

Um Mitglied der Partei #2 zu werden, müssen die Startcharaktere diese Voraussetzungen erfüllen:

- Rasse: #202 Goblin, #212 Blutork, #222 Ork, #232 Rotaugen Ork, #242 Gremlin, #252 Rotork.
- Religion: #7 Heiden oder #8 Totengänger.
- Die Aufstellung wird im Parteigebiet rund 10 bis 15 Provinzen um eine Parteistadt herum erfolgen.

Die Modulstädte der Partei #2:

F#3029 Mannheim F#3030 Kinderheim F#3039 St.Stanislas  
F#3051 Wingrave F#3056 Blood City F#3057 Shawville

Partei #3 – Die Hives

Um Mitglied der Partei #3 zu werden, müssen die Startcharaktere diese V

(21:36:03) **SSV-Klaus**: mist

(21:36:12) **Edward\_Harlequin**: poo 🤔

(21:36:16) **Alarion**: lets say: damnit! 🤔

(21:36:31) **SSV-Klaus**: to much for a copy

(21:36:39) **Edward\_Harlequin**: dung is the best translation I think 🤔

(21:37:01) **Cicero**: Interesting, how many lines this Chat accept 🤔

(21:37:28) **Alarion**: but still i think the module is secondary - the main problem is time. unfortunately for me personally the solution could only be - start it later

(21:37:31) **System**: *Weissy betritt den Chat.*

(21:37:41) **SSV-Klaus**: hello again

(21:37:44) **Edward\_Harlequin**: hello again weissy

(21:37:55) **Hawkmoon**: wb

(21:37:56) **Cicero**: @Harry: totally agree 🤔

(21:37:59) **Edward\_Harlequin**: how much later harry ?

(21:38:10) **Weissy**: friggin Internet kicked me out

(21:38:15) **Edward\_Harlequin**: 1 month ? 2 ?

(21:38:30) **Weissy**: rockets from Lebanon

(21:38:34) **SSV-Klaus**: nobody knows

(21:38:44) **Edward\_Harlequin**: rough guess ?

(21:39:08) **Edward\_Harlequin**: which game is most advanced ?

(21:39:24) **Alarion**: ed - sorry, but this is hard to say for me. one game should have ended (best chance - wa042) and i will have to see how time consuming my changed job will be not before october

(21:39:57) **Alarion**: job... this will be...

(21:40:05) **Edward\_Harlequin**: understood

(21:40:32) **Edward\_Harlequin**: I was only planning to start the game at the end of september so that start of october would be about the same

(21:40:52) **Edward\_Harlequin**: and if you played a hero position - you could squeeze that in

(21:40:52) **Cicero**: WA42 is probably the hottest candidate. Vi is just started and COC48 also relative young. Wa43 could be another Candidate if the Humans act furthermore so efficient 🤖

(21:41:21) **SSV-Klaus**: so, we have two modul favorites now: IR and COC? Right?

(21:41:25) **System**: *Weissy wurde ausgeloggt (Timeout).*

(21:41:29) **Edward\_Harlequin**: so humans in wa43 encourage them to push too far and then someone else can win ?

(21:41:49) **Arax**: Beside champion game is HG planing to translate some of the newer SSV modules?

(21:41:54) **Edward\_Harlequin**: sounding like coc is preferred at the moment, but that's ok

(21:42:13) **System**: *Weissy betritt den Chat.*

(21:42:14) **Cicero**: No the Humans have already eliminated 2 out of five other factions 🤖

(21:42:21) **Edward\_Harlequin**: @guido we're very close to a new module BTR first and then probably mystic sea followed by anjora

(21:42:27) **Alarion**: if a game ended and i can manage my time good enough (maybe i could also work a bit in the train - i will probably go by train to work) i would be of course again be interested to lead a faction as captain. and usually i'm pretty good in finding players

(21:42:29) **Karsten**: Especially woa is consumption very much time

(21:42:39) **SSV-Klaus**: when we dont start now the game (what we cant), you will have some time to see, what was changed in the coc modul itself

(21:43:12) **Edward\_Harlequin**: yes - that's true, the throne of chaos version in the coc module is also good

(21:44:15) **SSV-Klaus**: @Dean - you get my email in case of BTR I wrote to you last week?

(21:44:56) **Arax**: When will BTR be ready?

(21:45:34) **Djohnson1**: yes I did, very useful it is too, but I am actually on holiday at the moment! You can tell right. And last week I was creating OR5. Not ignoring you, very useful input and will be one of my main focuses when I return to work!

(21:46:30) **SSV-Klaus**: I only want you remember, what was to do, before BTR can be called as finished 🤔

(21:46:47) **SSV-Klaus**: remember

(21:47:13) **Djohnson1**: oh yes, was all good advice and make me feel I should USE you in the process 😊

(21:47:28) **Edward\_Harlequin**: yes we'll have to open this up on whispers too and sort out some more ideas, looks like we'll have to start something else rather than the international game now, and then klaus if you can hold off starting any new games we can run the champions game at a good time for both of us, ssv and harl have a mismatch at the moment, harl needs a game to start now (ish) and ssv doesn't

(21:47:32) **SSV-Klaus**: 🤔

(21:48:48) **SSV-Klaus**: hm

(21:49:47) **Alarion**: everything is saided now? 🤔

(21:50:24) **Edward\_Harlequin**: sounds like it - any one else got any questions ?

(21:50:38) **Weissy**: nope

(21:50:51) **Cicero**: more or less... COC wil be a good Choice and the Time Problem... MAYbe in 2 or 3 months there would be no time problem anymore 🤔

(21:51:01) **Alarion**: maybe...

(21:51:36) **Königin\_Illacia**: I have to say that I would think about it, when you choose IR ... 🤔

(21:51:57) **Weissy**: unless the new SSV Module "Hunting Santa Klaus" get launched 🤔

(21:52:03) **Alarion**: probably elves, hmm? 🤔

(21:52:23) **Königin\_Illacia**: Maybee ... or Nagashun ...  
\*harhar\*

(21:52:27) **SSV-Klaus**: hehe, funnly that I have to build that special modul 🤖

(21:52:31) **Alarion**: but 'Hunting Santa Klaus' will not start before january! 🗓️

(21:52:52) **Königin\_Illacia**: Mustn't ist be called "Hunting SSV Klaus"?

(21:52:55) **Weissy**: VI Christmas Edition.....

(21:53:25) **SSV-Klaus**: please, JE Christmas Edition...

(21:53:29) **Edward\_Harlequin**: well I'll ask the harl players what they think, and also consider both the ssv coc module and the ir variant plus the throne varant and see what I get

(21:53:30) **SSV-Klaus**: 🤔

(21:53:41) **Cicero**: VI Tournement withh only Assassin HC's 🤔

(21:53:51) **SSV-Klaus**: level 50

(21:53:58) **Edward\_Harlequin**: all rumourmonger is stronger

(21:54:07) **Djohnson1**: Ok Im going to have to leave you with Ed!

(21:54:08) **Alarion**: please have also a view for our coc-factional system and get it into the discussion. it's clearly worth it.

(21:54:08) **Weissy**: and as a weapon a potatoe peeler....

(21:54:13) **Djohnson1**: bye chaps

(21:54:22) **Cicero**: bye Dean

(21:54:28) **SSV-Klaus**: bye and nice to meet you here

(21:54:32) **Edward\_Harlequin**: a vorpal peeler of doom

(21:54:34) **Weissy**: have a nice vacation

(21:54:34) **Alarion**: bye dean, cu

(21:54:34) **Königin\_Illacia**: Bye Mr. Johnson. Thanks for the job!

(21:54:41) **Djohnson1**: will chat more

(21:54:43) **Arax**: bye Dean

(21:54:45) **Djohnson1**: 🤔

(21:56:17) **Cicero**: .

(21:56:29) **Weissy**: Game over????

(21:56:29) **Alarion**: ..

(21:56:38) **SSV-Klaus**: war es dass dann?



(21:56:38) **Edward\_Harlequin**: is there a way for ssv players to make polls to find out which module they prefer ?

(21:57:09) **SSV-Klaus**: no, I dont have a fair poll possibility

(21:57:12) **Alarion**: there is for sure a way. but who should choose? i think you have to find players first

(21:57:22) **System**: *Djohnson1 wurde ausgeloggt (Timeout).*

(21:57:24) **Cicero**: this should be possible in the Wolkenburg, or not?

(21:57:42) **SSV-Klaus**: what I remember its not a good poll

(21:57:48) **Edward\_Harlequin**: we'll set up a poll on the whispers list with the option to tick of you are ssv/harl and what is your favourite module out of the suggestions for the international game

(21:57:59) **SSV-Klaus**: can be coosone more than once per user...

(21:58:03) **Alarion**: this could be misused. but it would work to send klaus a mail. but again, which players? the have to be interested first.

(21:58:24) **Alarion**: the = they

(21:58:40) **SSV-Klaus**: yes, I try it by email and I gain ONE email 🙄

(21:58:49) **Cicero**: The Problem with the players okay, but it couldn't be bad to check the Modules anyway...

(21:59:26) **Cicero**: @Klaus: hehe, but there was not much time since then

(21:59:28) **Edward\_Harlequin**: well yes, but by ticking "I would be interested in the international game if it was in module 1) 2) or 3) " that pretty much answers the question

(21:59:40) **Alarion**: klaus - i could also sent you a mail. but when i can't play why should i influence the choosed module?

(21:59:53) **SSV-Klaus**: sure, but in two days only one email? That poll does not count

(22:00:21) **Alarion**: but at least you have a very strong 100%-meaning! 🙄

(22:00:32) **Edward\_Harlequin**: not a problem now as we're very likely delaying the start until more ssv players are available

(22:00:33) **SSV-Klaus**: yes, for TC 🙄

(22:00:38) **Weissy**: this is a clear indicator that there is a lack of interest at this moment

(22:00:43) **Alarion**: oh my god 🤔

(22:00:43) **Edward\_Harlequin**: and probably changing to 14 day

(22:00:53) **Cicero**: @Harry: Yes but THIS poll wopuldn't be very attractive even for SSV 🤔

(22:00:54) **SSV-Klaus**: 14 days, yes!

(22:01:09) **Cicero**: Guess it was me 🤔

(22:01:26) **Alarion**: rüdiger, stop confusing klaus!! 🤔

(22:01:31) **Edward\_Harlequin**: I think tc could be workable but with an entirely new map, moving all the cities and making more fierce interactions

(22:02:02) **Edward\_Harlequin**: it's a possible long term project on my list

(22:02:31) **Alarion**: when i rethink it... please choose tc! this would it make much easier for me not to play... 🤔

(22:02:36) **Cicero**: In case of TC i could imagine a fifth game, cause this Module could be played with a small Party without the geat monster military position

(22:03:04) **Alarion**: by the way, i mean the old TC, not the reworked edition!

(22:03:27) **Cicero**: I mean Klaus reworked Version, the old is unknown to me

(22:03:42) **Alarion**: to me not, it was imo a pretty terrible module

(22:03:47) **Edward\_Harlequin**: glad to hear it but TC is not very popular with harl players I think

(22:04:08) **Cicero**: same as SSV...

(22:04:41) **Alarion**: okay, one module less for the championsgame... 🤔

(22:04:41) **Edward\_Harlequin**: ok so maybe I should look at Klaus' reworked version of tc sometime too

(22:04:51) **Cicero**: But i think its far better as many think. But the Map could really changed.

(22:05:30) **Edward\_Harlequin**: cicero if you want to email me with the basher version idea I'd be interested

(22:06:00) **Cicero**: To me the Victory Clashes are the most fascinating. They strongly related to good teamwork, not so much to good Military work

(22:06:14) **SSV-Klaus**: when I remember right, I simple take the TC database and make the terrain more playable as it was. Also some world generations routines. But at all, in the far east, to less changes, much to less!

(22:06:33) **Edward\_Harlequin**: too few 🤔

(22:06:37) **Cicero**: @Ed: wich basher vesrion did you mean?

(22:06:42) **Cicero**: version

(22:06:49) **Edward\_Harlequin**: you said a version without monster military

(22:07:04) **Edward\_Harlequin**: and that you had an idea

(22:07:25) **Cicero**: the Victory Conditions in Klaus TC are 10 Clashes. Some military, some none.

(22:07:41) **SSV-Klaus**: the same by Harlequin

(22:07:54) **Edward\_Harlequin**: yes that's what I was thinking

(22:08:21) **Edward\_Harlequin**: but it's been a while since I've looked at tc victory

(22:09:15) **Edward\_Harlequin**: anyway I had better go get abend essen - I've not finished work yet and last ate abot 8 hours ago

(22:09:21) **Edward\_Harlequin**: about

(22:09:41) **Cicero**: the intersting point was that you can theoretically win witout great wars. Strongest Slot, Best Skills, Greatest Popseg, betsre Basher, Best Party are 5 of the Clashes all possible for Charater Pöayers. with six Won Clashes you got it

(22:09:41) **Edward\_Harlequin**: thanks for letting Dean and myself drop in to your chat Klaus

(22:09:54) **Edward\_Harlequin**: maybe we can do it again some time soon

(22:09:59) **SSV-Klaus**: ever welcome 🤗

(22:10:32) **SSV-Klaus**: cu you and good night

(22:10:34) **Cicero**: And the Number six could be the Cloud castle Competion, If you have more than the others out of the 4 existing

(22:10:49) **Edward\_Harlequin**: @cicero yes that's not a bad idea

(22:10:56) **Edward\_Harlequin**: oh one more thing before I go

(22:11:05) **Cicero**: Its mor about real teamwork  
(22:11:13) **Edward\_Harlequin**: klaus is there a log file produced from the chat ?  
(22:11:20) **SSV-Klaus**: yes  
(22:11:21) **Edward\_Harlequin**: could you email it to me ?  
(22:11:31) **Alarion**: you can find it here tommorow  
(22:11:32) **SSV-Klaus**: yes, tomorrow 😊  
(22:11:37) **Edward\_Harlequin**: super  
(22:11:44) **Edward\_Harlequin**: ok tchuus alles 😊  
(22:11:51) **SSV-Klaus**: gute nacht  
(22:11:53) **Alarion**: ciao ed, cu  
(22:11:53) **Cicero**: bye Ed  
(22:11:53) **Edward\_Harlequin**: bis next time  
(22:11:59) **Alarion**: have a good meal 😊  
(22:12:02) **Gorlin**: good night  
(22:12:38) **Karsten**: cu  
(22:13:05) **SSV-Klaus**: so, noch bin ich da (und schon 12 minuten über meiner Zeit 😊). Hat noch jemand Fragen, die er an mich los werden möchte? 😊  
(22:13:43) **System**: *Weissy wurde ausgeloggt (Timeout).*  
(22:13:43) **System**: *Edward\_Harlequin wurde ausgeloggt (Timeout).*  
(22:13:45) **Alarion**: ah, verdammt, da ist sicher was, aber jetzt, so unter zeitdruck, auwehh! 😊  
(22:13:54) **Gorlin**: hehe  
(22:13:55) **SSV-Klaus**: schnell, schnell  
(22:13:57) **Cicero**: Ich denke ich werde dann auch mal los, schau mer mal, was sich so ergibt  
(22:14:09) **Königin\_Illacia**: Du hast mir alle Fragen schon beantwortet, glaube ich ...  
(22:14:10) **SSV-Klaus**: cu Rüdiger  
(22:14:24) **Cicero**: Ich denke das Thema dürfte noch in der Wolkenburg gut aufgehoben sein.  
(22:14:33) **Alarion**: marcus, du hattest da eine slot 6-8-frage, bei der ich nur wenig helfen kann, vielleicht hier stellen?  
(22:14:33) **Cicero**: n8 allerseits ;-)  
(22:14:46) **Hawkmoon**: byebye rüdiger  
(22:14:47) **Alarion**: ciao rüdiger, cu

(22:14:49) **SSV-Klaus**: aufgehoben schon, ob beachtet ist eine andere Frage 🤔

(22:14:59) **Königin\_Illacia**: Schon erledigt ... denke ich.

(22:15:02) **System**: *Cicero verlässt den Chat.*

(22:15:05) **Alarion**: ah, gut

(22:15:27) **Alarion**: bin nicht so der kampfprechner, da stosse ich bei manchen kniffligen reserveslot-fragen schon mal an grenzen

(22:15:46) **Königin\_Illacia**: Denk' Dran, dass ich Fomeral wieder beschwöre ... ;o)

(22:15:55) **Alarion**: verdammt.. 😞

(22:16:16) **Alarion**: jetzt kann ich nicht mehr behaupten, dass ich es versehentlich gemacht habe, das ist dumm... 😞

(22:16:25) **System**: *Weissy betritt den Chat.*

(22:16:31) **Königin\_Illacia**: Und das noch unter Zeugen ...  
\*lach\*

(22:16:43) **Alarion**: echt ungut 🤔

(22:16:58) **SSV-Klaus**: also gut, dann danke ich allen, dass ihr so zahlreich gekommen seid (hatte ich ehrlich gesagt gar nicht erwartet, wenn ich die letzten beiden Chats als Massstab hernehme) und wünsche allen eine gute Nacht

(22:17:15) **Königin\_Illacia**: Gute N8, Klaus!

(22:17:17) **Weissy**: dir auch eine Gute Nacht

(22:17:20) **Hawkmoon**: gute nacht klaus

(22:17:24) **Alarion**: gute nacht klaus, bis bald

(22:17:26) **Hawkmoon**: äh gute

(22:17:29) **Königin\_Illacia**: Lass Deine liebste nicht so lange warten!

(22:17:42) **SSV-Klaus**: <Ende des offiziellen Chats>