[2014-07-04 10:48:55] -->| YOU (GeneralSpoon) have joined #starwars
[2014-07-04 10:48:59] <Workstrike> hi
[2014-07-04 10:48:59] [INFO] <irc://irc.synirc.net/starwars> will now open at startup.
[2014-07-04 10:49:00] <UncleSam> flamestrike is my ally
[2014-07-04 10:49:02] <UncleSam> currently
[2014-07-04 10:49:03] <GeneralSpoon> hi
[2014-07-04 10:49:07] <UncleSam> he does not have
[2014-07-04 10:49:10] <UncleSam> agent blue among his targets
[2014-07-04 10:49:12] <UncleSam> neither do i
[2014-07-04 10:49:21] <UncleSam> and we both have common enemies with you
[2014-07-04 10:49:25] <GeneralSpoon> may I have the ability to invite myself to this chan
[2014-07-04 10:49:29] <UncleSam> billy is hopefully going to join
[2014-07-04 10:49:31] <UncleSam> i added you to sops
[2014-07-04 10:49:33] <UncleSam> ns update
[2014-07-04 10:49:38] =-= Mode #starwars +ao GeneralSpoon GeneralSpoon by ChanServ
[2014-07-04 10:49:38] *nickserv* Status updated (memos, vhost, chmodes, flags).
[2014-07-04 10:49:42] <UncleSam> kk
[2014-07-04 10:49:45] <GeneralSpoon> didn't know that was a function
[2014-07-04 10:50:01] <UncleSam> right now our five potential targets we were gonna run by billy are
[2014-07-04 10:50:13] <UncleSam> [11:23] <Workstrike> okay, so let's go with he-who-must-not-be, bellatrix, remus, george, and minerva
[2014-07-04 10:50:20] <UncleSam> if you could give three of those that arent yours
[2014-07-04 10:50:26] <UncleSam> would be good
[2014-07-04 10:50:44] <GeneralSpoon> bellatrix voldemort minerva are not my ships
[2014-07-04 10:50:53] <UncleSam> kk
[2014-07-04 10:51:48] <UncleSam> ok so gspoon
[2014-07-04 10:51:49] <UncleSam> the plan was
[2014-07-04 10:51:52] <UncleSam> get an alliance of 3-4
[2014-07-04 10:52:01] <UncleSam> and just crush a ship per cycle
[2014-07-04 10:52:16] <UncleSam> i am hopeful to add billy to our alliance
[2014-07-04 10:52:21] <UncleSam> but i havent swapped info with him yet
[2014-07-04 10:52:25] <UncleSam> zorbees i refuse to work with
[2014-07-04 10:52:31] <UncleSam> in a game of this format
[2014-07-04 10:52:33] <GeneralSpoon> I have a long term suggestion
[2014-07-04 10:52:40] <UncleSam> have you talked to anyone
[2014-07-04 10:52:41] <UncleSam> other than me
[2014-07-04 10:53:03] <GeneralSpoon> that we be sure to identify players to add to our alliance down the road, because it is possible players will not leave the game at the same time
[2014-07-04 10:53:17] <GeneralSpoon> requiring new blood to keep the remaining members on track to win
[2014-07-04 10:53:20] <GeneralSpoon> I have talked with nobody else
[2014-07-04 10:53:28] <UncleSam> i dont think thats a huge concern atm
[2014-07-04 10:53:35] <UncleSam> and we can make it so
[2014-07-04 10:53:43] <UncleSam> people who are close to winning help those who arent close
[2014-07-04 10:53:45] <UncleSam> before going out
[2014-07-04 10:53:59] <GeneralSpoon> yeah this isn't all that much like other FFAs where
[2014-07-04 10:54:04] <GeneralSpoon> doing so can be highly risky
[2014-07-04 10:54:07] <Workstrike> yeah, it shouldn't be an issue to keep the whole alliance close enough that we can all win within a cycle or two of each other
[2014-07-04 10:54:30] <Workstrike> plus we can always contract help from other people who need the same people we do dead without actually adding them to the alliance

[2014-07-04 10:54:32] <UncleSam> assuming one of you isnt straight lying about anything we can win together with anyone other than orange gray pink or brown
[2014-07-04 10:54:49] <UncleSam> so out of the 8 others
[2014-07-04 10:54:52] <UncleSam> we can win with half of them
[2014-07-04 10:55:07] <UncleSam> thoughts about cancerous
[2014-07-04 10:55:09] <UncleSam> ?
[2014-07-04 10:55:20] <GeneralSpoon> I don't know much about him
[2014-07-04 10:55:27] <UncleSam> im not gonna consider adding anyone as a full member
[2014-07-04 10:55:30] <GeneralSpoon> I know he is a user that exists
[2014-07-04 10:55:31] <UncleSam> until we know billys status
[2014-07-04 10:55:39] <GeneralSpoon> but not much beyond this
[2014-07-04 10:55:40] <UncleSam> but
[2014-07-04 10:55:45] <Workstrike> he seems to have a solid head on his shoulders, judging from what little interaction i had with him in democracy mafia
[2014-07-04 10:55:47] <UncleSam> should i talk to him
[2014-07-04 10:55:52] <Workstrike> but snype did most of the talking with him
[2014-07-04 10:56:02] <Workstrike> i could talk to him after lunch
[2014-07-04 10:56:09] <Workstrike> rather than having one person doing all the talking
[2014-07-04 10:56:33] <UncleSam> cancerous just contacted me
[2014-07-04 10:56:38] <UncleSam> imma exchange some info with him
[2014-07-04 10:56:41] <Workstrike> yeah same here
[2014-07-04 10:56:43] <UncleSam> if thats cool
[2014-07-04 10:56:44] <UncleSam> with you guys
[2014-07-04 10:56:49] <Workstrike> i'd headed out for lunch so go ahead
[2014-07-04 10:56:54] <UncleSam> imo one of us talk to him first
[2014-07-04 10:56:57] <Workstrike> we can figure out what i'm doing with him later
[2014-07-04 10:56:59] <UncleSam> ill add the doc to a logs doc
[2014-07-04 10:57:03] <UncleSam> give me your two emails btw
[2014-07-04 10:57:11] <GeneralSpoon> travis.vanoverbeke2@gmail.com
[2014-07-04 10:57:13] <Workstrike> thenascardelaney@hotmail.com
[2014-07-04 10:57:19] =-= Workstrike is now known as AFKstrike
[2014-07-04 10:57:54] <UncleSam> k added both
[2014-07-04 10:57:55] <UncleSam> to logs doc
[2014-07-04 10:58:00] <UncleSam> so you can see full conbos between the two of us
[2014-07-04 10:59:15] <GeneralSpoon> this is a terrible spread
[2014-07-04 10:59:32] <UncleSam> i have a sheet too
[2014-07-04 10:59:34] <GeneralSpoon> :)
[2014-07-04 10:59:36] <UncleSam> lemme talk to cancerous though
[2014-07-04 11:00:20] <AFKstrike> yeah i made my own sheet too, until we're comfortable enough to share ships there's not much point in a shared sheet
[2014-07-04 11:00:42] <AFKstrike> at that point we can argue over who's sheet gets used lol
[2014-07-04 11:00:48] <AFKstrike> *whose
[2014-07-04 11:01:01] <UncleSam> ya
[2014-07-04 11:01:06] <UncleSam> i agree with this plan of action
[2014-07-04 11:01:26] <GeneralSpoon> makes sense
[2014-07-04 11:04:50] <UncleSam> cancerous is agent orange i am 90% sure
[2014-07-04 11:05:33] <UncleSam> check out log
[2014-07-04 11:05:45] <UncleSam> i lied slightly about my super enemies since it was obivous he was orange at that point
[2014-07-04 11:06:03] <UncleSam> he has gspoon as an enemy and me as a super

[2014-07-04 11:07:24] <GeneralSpoon> ic
[2014-07-04 11:07:33] <UncleSam> we might be able to use him against yellow
[2014-07-04 11:07:47] <UncleSam> who is flamestrikes super enemy
[2014-07-04 11:08:03] <UncleSam> obviously introduction into the alliance is impossible
[2014-07-04 11:08:08] <UncleSam> and he will have to be cleared out at some point
[2014-07-04 11:08:13] <UncleSam> imma talk to penguin
[2014-07-04 11:08:45] <UncleSam> btw gspoon
[2014-07-04 11:08:48] <UncleSam> for upgrades
[2014-07-04 11:08:54] <UncleSam> i was thinking everyone get 1 spies
[2014-07-04 11:09:01] <UncleSam> flamestrike was gonna go 4 personal 1 emp
[2014-07-04 11:09:05] <UncleSam> i go 4 emp one personal
[2014-07-04 11:09:09] <UncleSam> and we support each other
[2014-07-04 11:09:20] <UncleSam> any thoughts on that and how do you wanna
[2014-07-04 11:09:21] <GeneralSpoon> cancerous is contacting me
[2014-07-04 11:09:25] <UncleSam> do yours
[2014-07-04 11:09:33] <UncleSam> imo dont talk to him
[2014-07-04 11:09:35] <UncleSam> we have all his info
[2014-07-04 11:09:40] <GeneralSpoon> I wasn't planning to
[2014-07-04 11:09:40] <UncleSam> just say you are being cautious atm
[2014-07-04 11:09:46] <UncleSam> and wanna think things through
[2014-07-04 11:12:49] <UncleSam> penguin is agent pink
[2014-07-04 11:12:53] <UncleSam> enemy of all three of us
[2014-07-04 11:13:51] <UncleSam> kk
[2014-07-04 11:14:00] <UncleSam> penguin is definitely pink and enemies are 100% mutual
[2014-07-04 11:14:49] <UncleSam> ya so
[2014-07-04 11:14:53] <UncleSam> penguin is gspoons super
[2014-07-04 11:14:54] <GeneralSpoon> cool
[2014-07-04 11:14:56] <GeneralSpoon> neat
[2014-07-04 11:14:57] <UncleSam> and mine and flamestrikes enemy
[2014-07-04 11:15:08] <UncleSam> i lied about my enemies obv
[2014-07-04 11:15:11] <GeneralSpoon> shame we don't have ships attached to them
[2014-07-04 11:15:35] <UncleSam> well
[2014-07-04 11:15:40] <GeneralSpoon> [11:08]   UncleSam   btw gspoon
[2014-07-04 11:15:40] <GeneralSpoon> [11:08]   UncleSam   for upgrades
[2014-07-04 11:15:40] <GeneralSpoon> [11:08]   UncleSam   i was thinking everyone get 1 spies
[2014-07-04 11:15:40] <GeneralSpoon> [11:09]   UncleSam   flamestrike was gonna go 4 personal 1 emp
[2014-07-04 11:15:40] <GeneralSpoon> [11:09]   UncleSam   i go 4 emp one personal
[2014-07-04 11:15:40] <GeneralSpoon> [11:09]   UncleSam   and we support each other
[2014-07-04 11:15:40] <GeneralSpoon> [11:09]   UncleSam   any thoughts on that and how do you wanna
[2014-07-04 11:15:40] <UncleSam> maybe i can draw out a ship for support
[2014-07-04 11:15:42] <UncleSam> or something
[2014-07-04 11:15:54] <GeneralSpoon> gonig to consult the rules to brush up quick
[2014-07-04 11:16:01] <UncleSam> in a nutshell
[2014-07-04 11:16:03] <UncleSam> blasters=damage
[2014-07-04 11:16:05] <UncleSam> emp=hook
[2014-07-04 11:16:08] <UncleSam> forcefield=self bg
[2014-07-04 11:16:13] <UncleSam> personal=self SG
[2014-07-04 11:16:17] <UncleSam> spies=inspect
[2014-07-04 11:16:59] <UncleSam> im gonna have to keep track of what i tell these people though
[2014-07-04 11:17:07] <UncleSam> cancerous and penguin will have to be controlled somehow

[2014-07-04 11:17:49] <UncleSam> we needa find agent red
[2014-07-04 11:18:01] <GeneralSpoon> hmm
[2014-07-04 11:18:10] <UncleSam> agent red has pink as a super and none of us as a target
[2014-07-04 11:18:16] <UncleSam> agent white too
[2014-07-04 11:18:18] <GeneralSpoon> 1 spies is useful for ganking people who havne't invested in personal
[2014-07-04 11:18:21] <UncleSam> red and white can win with all of us
[2014-07-04 11:18:30] <GeneralSpoon> imo everybody should invest at least 1 in personal
[2014-07-04 11:18:30] <UncleSam> spies goes to 2 automatically
[2014-07-04 11:18:30] <UncleSam> btw
[2014-07-04 11:18:32] <GeneralSpoon> oh
[2014-07-04 11:18:34] <GeneralSpoon> what
[2014-07-04 11:18:35] <UncleSam> so unless someone goes deep into personal
[2014-07-04 11:18:35] <GeneralSpoon> oh
[2014-07-04 11:18:39] <GeneralSpoon> well
[2014-07-04 11:18:42] <UncleSam> we put one into spies and gain inspec
[2014-07-04 11:18:43] <GeneralSpoon> there you go
[2014-07-04 11:18:45] <UncleSam> imo its way worth it
[2014-07-04 11:18:46] <UncleSam> early
[2014-07-04 11:18:50] <GeneralSpoon> no reason not to do spies for anyone
[2014-07-04 11:18:58] <UncleSam> ye
[2014-07-04 11:19:03] <UncleSam> we could all go personal i guess
[2014-07-04 11:19:11] <UncleSam> and just be info gods
[2014-07-04 11:19:16] <GeneralSpoon> hmm
[2014-07-04 11:19:25] <GeneralSpoon> if we have one person with high EMP
[2014-07-04 11:19:36] <GeneralSpoon> someone that can support that
[2014-07-04 11:20:09] <GeneralSpoon> and we have the personal to prevent the bad things from happening to us
[2014-07-04 11:20:15] <GeneralSpoon> hmm
[2014-07-04 11:20:32] <GeneralSpoon> imo upgrading blasters doesn't seem too valuable
[2014-07-04 11:20:41] <UncleSam> ye
[2014-07-04 11:20:45] <UncleSam> we just emp support whoe ver we hit
[2014-07-04 11:20:51] <UncleSam> and hit them with our lvl 1 blasters
[2014-07-04 11:20:56] <GeneralSpoon> autokill
[2014-07-04 11:20:58] <UncleSam> blasters are useless to an alliance who can disable things
[2014-07-04 11:21:25] <GeneralSpoon> similarly forcefields aren't terribly useful
[2014-07-04 11:21:37] <GeneralSpoon> well
[2014-07-04 11:21:37] <UncleSam> forcefields are onl yuseful if you get found out by a random spy
[2014-07-04 11:21:44] <GeneralSpoon> they are more useful for blasters but yeah
[2014-07-04 11:21:48] <GeneralSpoon> spies good
[2014-07-04 11:21:49] <GeneralSpoon> emp good
[2014-07-04 11:21:51] <UncleSam> i think we should swap ship info
[2014-07-04 11:21:55] <UncleSam> tbqh
[2014-07-04 11:22:01] <GeneralSpoon> personal good
[2014-07-04 11:22:02] <UncleSam> since its quite clear from my discussions
[2014-07-04 11:22:06] <UncleSam> with cancerous and penguin
[2014-07-04 11:22:09] <UncleSam> that you two ar etelling the truth
[2014-07-04 11:22:14] <UncleSam> the info all lines up
[2014-07-04 11:22:28] <UncleSam> we dont need to until c1 though
[2014-07-04 11:22:32] <UncleSam> when we gotta support each other
[2014-07-04 11:22:39] <GeneralSpoon> I could see putting shieds to 2 potentially
[2014-07-04 11:22:47] <UncleSam> shields to 1

[2014-07-04 11:22:49] <UncleSam> makes some sense
[2014-07-04 11:22:54] <UncleSam> to block un upgraded blasters
[2014-07-04 11:22:57] <UncleSam> randomyl firing
[2014-07-04 11:22:59] <GeneralSpoon> oh wait
[2014-07-04 11:23:04] <GeneralSpoon> people start with zero shields!
[2014-07-04 11:23:07] <UncleSam> forcefield blocks blaster of same level
[2014-07-04 11:23:07] <GeneralSpoon> yeah shields 1
[2014-07-04 11:23:09] <UncleSam> ya
[2014-07-04 11:23:12] <UncleSam> people start with
[2014-07-04 11:23:15] <UncleSam> 0 everything
[2014-07-04 11:23:17] <UncleSam> except blasters
[2014-07-04 11:23:19] <UncleSam> which start 1
[2014-07-04 11:23:21] <GeneralSpoon> potentially shields 2 to hedge bets against people who upped blasters to 2
[2014-07-04 11:23:29] <UncleSam> eh
[2014-07-04 11:23:33] <UncleSam> not worth it imo
[2014-07-04 11:23:34] <GeneralSpoon> but that doesn't seem as valuable
[2014-07-04 11:23:44] <UncleSam> shields are very not worth it to an alliance member
[2014-07-04 11:23:44] <GeneralSpoon> earlygame as spies
[2014-07-04 11:23:49] <UncleSam> even if you get randhit by one person
[2014-07-04 11:23:53] <UncleSam> that just gives you more upgrades
[2014-07-04 11:24:14] <GeneralSpoon> let me review your upgrade plan
[2014-07-04 11:24:23] <UncleSam> right now it was designed only as a two man plan
[2014-07-04 11:24:33] <UncleSam> but i think having one person at emp4 is worth it
[2014-07-04 11:24:39] <UncleSam> and having at least one person at emp 1 to support
[2014-07-04 11:24:41] <UncleSam> also worth it
[2014-07-04 11:24:52] <GeneralSpoon> I concur
[2014-07-04 11:25:02] <GeneralSpoon> let's see I would have 1 spies ofc
[2014-07-04 11:25:16] <UncleSam> imo one person specializing in spies
[2014-07-04 11:25:18] <UncleSam> would be good
[2014-07-04 11:25:29] <UncleSam> so we can inspect people who go deep into personal
[2014-07-04 11:25:49] <UncleSam> imo two best for you would be max personal or max spies
[2014-07-04 11:26:04] <UncleSam> dont get blasters or forcefield (MAYBE forcefield 1)
[2014-07-04 11:26:07] <GeneralSpoon> flamestrike is maxing personal currently
[2014-07-04 11:26:10] <UncleSam> emp 1 or 0 idk yet
[2014-07-04 11:26:21] <UncleSam> personal might be best just to keep our info from being known
[2014-07-04 11:26:26] <UncleSam> and to ensure no emps
[2014-07-04 11:26:30] <UncleSam> fuck with our plans
[2014-07-04 11:26:33] <GeneralSpoon> mhmm
[2014-07-04 11:26:38] <GeneralSpoon> let's see
[2014-07-04 11:26:42] <UncleSam> but spies
[2014-07-04 11:26:45] <UncleSam> also useful
[2014-07-04 11:27:08] <GeneralSpoon> 1 or 2 spies, 4 or 5 personal
[2014-07-04 11:27:10] <GeneralSpoon> hmm
[2014-07-04 11:27:31] <GeneralSpoon> there isn't much value to a 3rd emp
[2014-07-04 11:27:37] <GeneralSpoon> and then we might have billy on board as well
[2014-07-04 11:27:43] <GeneralSpoon> I think I see two ways we can do this
[2014-07-04 11:28:04] <GeneralSpoon> we have the one person with heavy emp, and everybody else has high personal (maybe 1 person with high spies)
[2014-07-04 11:28:18] <GeneralSpoon> or we have two teams of heavy emp/heavy personal
[2014-07-04 11:28:43] <UncleSam> imo

[2014-07-04 11:28:45] <UncleSam> lets wait to see
[2014-07-04 11:28:48] <UncleSam> if we have a fourth
[2014-07-04 11:28:52] <UncleSam> before making final plans
[2014-07-04 11:29:05] <UncleSam> but i think having you go 1 personal 1 emp 4 spies is a good plan
[2014-07-04 11:29:13] <UncleSam> with the 1 emp into forcefield
[2014-07-04 11:29:17] <UncleSam> maybe better actually?
[2014-07-04 11:29:28] <UncleSam> idk
[2014-07-04 11:29:38] <UncleSam> we need one person to go spies though
[2014-07-04 11:29:44] <GeneralSpoon> I'd rather take a dinky shot earlygame rather than block one
[2014-07-04 11:29:55] <UncleSam> hmm?
[2014-07-04 11:30:05] <UncleSam> ah
[2014-07-04 11:30:09] <UncleSam> youd rather get hit by a 1 blaster
[2014-07-04 11:30:11] <GeneralSpoon> actually let me think
[2014-07-04 11:30:12] <UncleSam> rather than block it
[2014-07-04 11:30:14] <UncleSam> for the upgrade
[2014-07-04 11:30:19] <UncleSam> is that what you mean?
[2014-07-04 11:30:21] <GeneralSpoon> no I wouldn't as that upgrade would almost certianly
[2014-07-04 11:30:24] <GeneralSpoon> go into shields 1
[2014-07-04 11:30:35] <UncleSam> [12:32] <GeneralSpoon> I'd rather take a dinky shot earlygame rather than block one
[2014-07-04 11:30:38] <UncleSam> what does this mean halp
[2014-07-04 11:30:47] <GeneralSpoon> because there is a good shot that my ship would be hit again next cycle
[2014-07-04 11:30:57] <GeneralSpoon> it meant I'd rather take 1 damage early on for an upgrade
[2014-07-04 11:31:01] <GeneralSpoon> then block the damage
[2014-07-04 11:31:05] <UncleSam> ah
[2014-07-04 11:31:05] <GeneralSpoon> but after further consideration
[2014-07-04 11:31:11] <GeneralSpoon> I would rather block the 1 damage
[2014-07-04 11:31:17] <UncleSam> imo taking 1 or two damage isnt a huge deal
[2014-07-04 11:31:20] <UncleSam> if part of an alliance
[2014-07-04 11:31:24] <UncleSam> since we all have two ships
[2014-07-04 11:31:30] <UncleSam> it takes a lot to take someone out completely
[2014-07-04 11:31:38] <UncleSam> ah billymills is on
[2014-07-04 11:31:39] <UncleSam> imma talk to him
[2014-07-04 11:31:46] <GeneralSpoon> hopefully he's our 4th man
[2014-07-04 11:31:56] <UncleSam> i really hope hes red or white
[2014-07-04 11:32:03] <UncleSam> anything but gray
[2014-07-04 11:32:09] <UncleSam> and it could be ok
[2014-07-04 11:32:42] <GeneralSpoon> he could spend upgrade points to potentially repaint those ships!
[2014-07-04 11:33:57] <UncleSam> lol
[2014-07-04 11:34:03] <UncleSam> spend 10 upgrade points to change your color
[2014-07-04 11:34:14] <UncleSam> its the option all the female users take
[2014-07-04 11:43:09] |<-- AFKstrike has left irc.synirc.net (Quit: http://www.mibbit.com ajax IRC Client)
[2014-07-04 11:52:28] <UncleSam> hmm
[2014-07-04 11:52:31] <UncleSam> billymills isnt responding
[2014-07-04 11:53:09] <UncleSam> dude if pokeguynxb is agent gray
[2014-07-04 11:53:12] <UncleSam> i will be so happy
[2014-07-04 12:42:42] <UncleSam> oh generalspoon
[2014-07-04 12:42:46] <UncleSam> last call on signing up for lotr mafia
[2014-07-04 12:42:53] <GeneralSpoon> oh hi
[2014-07-04 12:42:55] <GeneralSpoon> um

[2014-07-04 12:43:01] <GeneralSpoon> no I'm good I"ve got enough to do now
[2014-07-04 12:43:05] <UncleSam> kk
[2014-07-04 13:05:37] </@> ChanServ invited Workstrike into the channel.
[2014-07-04 13:05:39] -->| Workstrike (Mibbit@BB1E4008.FF4D2FE1.1601A9AB.IP) has joined #starwars
[2014-07-04 13:05:40] =-= Mode #starwars +ao Workstrike Workstrike by ChanServ
[2014-07-04 13:05:55] <Workstrike> stupid mibbit d/cing me >_>
[2014-07-04 13:06:05] <Workstrike> did i miss anything important after i d/ced?
[2014-07-04 13:07:29] <UncleSam> not really
[2014-07-04 13:07:32] <UncleSam> billymills ignoring me
[2014-07-04 13:07:41] <UncleSam> fuk him lets work with someone else
[2014-07-04 13:07:47] <UncleSam> xD
[2014-07-04 13:08:11] <Workstrike> haha
[2014-07-04 13:08:20] <UncleSam> if not billymills or zorbees
[2014-07-04 13:08:24] <UncleSam> i guess celever lady salamence
[2014-07-04 13:08:27] <UncleSam> next best options
[2014-07-04 13:08:40] <UncleSam> i refuse to work with zorbees or pokeguy nxb
[2014-07-04 13:08:45] <Workstrike> from what i understand cancerous and penguin are no bueno
[2014-07-04 13:08:46] <UncleSam> s_aman idk
[2014-07-04 13:08:53] <UncleSam> cancerous is agent orange
[2014-07-04 13:08:56] <UncleSam> penguin is agent pink
[2014-07-04 13:09:05] <UncleSam> both are enemies of at least two of us
[2014-07-04 13:09:10] <UncleSam> and penguin is all three
[2014-07-04 13:09:22] <Workstrike> celever idk, i didn't like how he played in smogon mafia mafia, but he at least has a head on his shoulders
[2014-07-04 13:09:27] <Workstrike> (somewhat)
[2014-07-04 13:09:36] <UncleSam> i just want people who wont blab
[2014-07-04 13:09:37] <Workstrike> ls, well she can be a bit dense at times but we could do worse
[2014-07-04 13:09:42] <UncleSam> if they can follow orders and be loyal
[2014-07-04 13:09:48] <UncleSam> thats all we need
[2014-07-04 13:09:52] <Workstrike> yeah i think celever could do that much
[2014-07-04 13:09:57] <UncleSam> you me and gspoon can figure out actions
[2014-07-04 13:10:03] <UncleSam> for all o fus
[2014-07-04 13:10:31] <UncleSam> also flamestrike
[2014-07-04 13:10:35] <UncleSam> im willing to swap ship names with you
[2014-07-04 13:10:38] <UncleSam> and gspoon
[2014-07-04 13:10:44] <UncleSam> at any time you two feel comfortble
[2014-07-04 13:10:53] <UncleSam> im 100% confident after discussions that you can see in log doc
[2014-07-04 13:10:57] <UncleSam> that we are all telling the truth
[2014-07-04 13:11:45] <UncleSam> ofc we can wait until c1
[2014-07-04 13:11:55] <UncleSam> but for supports we will need at least one ship name from each
[2014-07-04 13:12:06] <UncleSam> and id prefer both just so wwe can make planning easier
[2014-07-04 13:12:13] <UncleSam> and can have one communal sheet
[2014-07-04 13:12:58] <Workstrike> yeah i think at this point we're pretty much set for ship swapping
[2014-07-04 13:13:25] <Workstrike> generalspoon are you there?
[2014-07-04 13:13:29] <GeneralSpoon> im here
[2014-07-04 13:14:01] <Workstrike> what do you think about ship swapping?
[2014-07-04 13:14:17] <GeneralSpoon> was reading to catch up
[2014-07-04 13:14:24] <GeneralSpoon> now hl'd in other chan but I spoort shipping
[2014-07-04 13:14:28] <GeneralSpoon> USxFlamestrike
[2014-07-04 13:14:41] <GeneralSpoon> ok

[2014-07-04 13:14:51] <GeneralSpoon> I am okay with ship swapping
[2014-07-04 13:15:05] <GeneralSpoon> my ships are idk I need to check
[2014-07-04 13:15:34] <GeneralSpoon> the weasleys: Fred and Arthur are my ships
[2014-07-04 13:15:52] <Workstrike> i am the proud captian of the uss alastor and the uss neville
[2014-07-04 13:15:54] <UncleSam> oh
[2014-07-04 13:15:56] <UncleSam> sorry i was pming
[2014-07-04 13:15:59] <UncleSam> someone
[2014-07-04 13:16:02] <UncleSam> i am draco and numphadora
[2014-07-04 13:16:33] <UncleSam> emails again
[2014-07-04 13:16:36] <GeneralSpoon> I love the flavor for the ships itg
[2014-07-04 13:16:36] <UncleSam> so i can add to my sheet
[2014-07-04 13:16:42] <GeneralSpoon> travis.vanoverbeke2@gmail.com
[2014-07-04 13:16:44] <Workstrike> thenascardelaney@hotmail.com
[2014-07-04 13:16:59] <Workstrike> idk why they had to go with nymphadora instead of tonks
[2014-07-04 13:17:00] <Workstrike> >_
[2014-07-04 13:17:03] <Workstrike> *>_>
[2014-07-04 13:17:04] <UncleSam> added
[2014-07-04 13:17:11] <UncleSam> its first names
[2014-07-04 13:17:12] <UncleSam> i think
[2014-07-04 13:17:12] <UncleSam> ?
[2014-07-04 13:17:23] <Workstrike> also to a lesser extent he-who-must-not-be instead of voldemort
[2014-07-04 13:17:23] <Workstrike> it is
[2014-07-04 13:17:30] <Workstrike> but everyone calls tonks, well, tonks
[2014-07-04 13:17:30] <Workstrike> lol
[2014-07-04 13:17:51] <UncleSam> wait lol
[2014-07-04 13:17:58] <UncleSam> so i actually had
[2014-07-04 13:18:00] <UncleSam> ships from both of you
[2014-07-04 13:18:03] <UncleSam> in my original 7 targets
[2014-07-04 13:18:05] <UncleSam> lol
[2014-07-04 13:19:18] <Workstrike> yeah, well done on that
[2014-07-04 13:19:19] <Workstrike> lol
[2014-07-04 13:19:28] <UncleSam> X_X
[2014-07-04 13:19:35] <UncleSam> ok so
[2014-07-04 13:19:50] <UncleSam> first thing is
[2014-07-04 13:19:53] <UncleSam> we need agent red to join us
[2014-07-04 13:20:20] <UncleSam> the anti-agent pink alliance up in this xD
[2014-07-04 13:20:39] <UncleSam> but i think he is the only one left who isnt any of our enemies
[2014-07-04 13:21:08] <UncleSam> i really hope it isnt
[2014-07-04 13:21:11] <UncleSam> zorbees
[2014-07-04 13:21:27] <UncleSam> we *could* potentially ally with agent white if flamestrike approves it
[2014-07-04 13:21:37] <UncleSam> since he is only a soft enemy of yours and not either of our enemy
[2014-07-04 13:21:41] <UncleSam> agent black is same position
[2014-07-04 13:21:51] <UncleSam> just my soft enemy
[2014-07-04 13:22:00] <UncleSam> so im open to either of those two joining
[2014-07-04 13:22:01] <GeneralSpoon> hey
[2014-07-04 13:22:04] <UncleSam> if they are willing to cooperate
[2014-07-04 13:22:04] <GeneralSpoon> something we could do is
[2014-07-04 13:22:08] <Workstrike> i wouldn't necessarily mind allying with one of my enemies if we need to, but obviously not the preferred solution
[2014-07-04 13:22:11] <GeneralSpoon> after we get a 4th person

[2014-07-04 13:22:16] <Workstrike> also right now we have 7 enemies between us
[2014-07-04 13:22:20] <GeneralSpoon> we have somebody vacate the chan and
[2014-07-04 13:22:28] <UncleSam> agent red is the only one
[2014-07-04 13:22:31] <UncleSam> who isnt any of our enemies
[2014-07-04 13:22:32] <Workstrike> ...which with the three of us makes ten
[2014-07-04 13:22:32] <GeneralSpoon> the remaining players lie to bring somebody else in
[2014-07-04 13:22:38] <Workstrike> i'm being a derp don't mind me
[2014-07-04 13:22:40] <GeneralSpoon> this somebody else is like
[2014-07-04 13:22:54] <GeneralSpoon> Pink
[2014-07-04 13:22:55] <GeneralSpoon> so
[2014-07-04 13:22:59] <GeneralSpoon> penguin
[2014-07-04 13:23:07] <UncleSam> i told penguin id get back to him
[2014-07-04 13:23:09] <UncleSam> on joining an alliance
[2014-07-04 13:23:09] <GeneralSpoon> exchange false ship info
[2014-07-04 13:23:14] <UncleSam> we just need to get his ship info
[2014-07-04 13:23:16] <Workstrike> also sam we need a column on the ship page for ship hp
[2014-07-04 13:23:16] <GeneralSpoon> and hopefully get his ships from him
[2014-07-04 13:23:22] <UncleSam> oh right
[2014-07-04 13:24:28] <UncleSam> imo
[2014-07-04 13:24:35] <UncleSam> potential allies are
[2014-07-04 13:24:40] <UncleSam> red (preferred)
[2014-07-04 13:24:50] <UncleSam> white or black
[2014-07-04 13:24:54] <UncleSam> possible
[2014-07-04 13:25:43] <UncleSam> talking to celever
[2014-07-04 13:25:44] <UncleSam> atm
[2014-07-04 13:25:50] <GeneralSpoon> one of us could ask Agent Red to contact if we can't find privately
[2014-07-04 13:25:58] <GeneralSpoon> not you US
[2014-07-04 13:26:04] <GeneralSpoon> ask publicly I mean
[2014-07-04 13:26:10] <UncleSam> lets wait and see
[2014-07-04 13:26:15] <GeneralSpoon> that gives up the ghost though
[2014-07-04 13:26:15] <UncleSam> thats decentlast resort
[2014-07-04 13:26:21] <GeneralSpoon> that an alliance is up and running already
[2014-07-04 13:26:26] <Workstrike> yeah, it's risky
[2014-07-04 13:26:28] <GeneralSpoon> and will cause others to scramble if they aren't already
[2014-07-04 13:26:34] <UncleSam> celever is agent white
[2014-07-04 13:26:36] <Workstrike> but if all else fails might be doable
[2014-07-04 13:26:38] <GeneralSpoon> we do want a 4th man though
[2014-07-04 13:27:02] <GeneralSpoon> or woman
[2014-07-04 13:27:05] <GeneralSpoon> could be LS
[2014-07-04 13:27:47] <UncleSam> [14:28] <Celever> Agent Gray and Agent Purple
[2014-07-04 13:27:47] <UncleSam> [14:29] <UncleSam> agent orange
[2014-07-04 13:27:47] <UncleSam> [14:29] <Celever> ok great
[2014-07-04 13:27:47] <UncleSam> [14:29] <UncleSam> ok wanna swap supers now
[2014-07-04 13:27:47] <UncleSam> [14:29] <UncleSam> same format?
[2014-07-04 13:27:47] <UncleSam> [14:29] <Celever> sure
[2014-07-04 13:27:50] <UncleSam> [14:29] <UncleSam> ok
[2014-07-04 13:27:51] <UncleSam> [14:29] <UncleSam> agent black
[2014-07-04 13:27:53] <UncleSam> [14:30] <Celever> Agent Black, agent Orange
[2014-07-04 13:27:58] <UncleSam> celever is pretty much
[2014-07-04 13:28:06] <UncleSam> perfect for us except flamestrike being his soft enemy :(

[2014-07-04 13:28:20] <Workstrike> meh, if he's okay with not betraying me i'm okay with working with him
[2014-07-04 13:28:25] <UncleSam> kk
[2014-07-04 13:28:31] <Workstrike> i have two supers and another enemy i can horribly murder if i need to :P
[2014-07-04 13:28:42] <Workstrike> he also doesn't need red dead
[2014-07-04 13:28:47] <Workstrike> so we can still work with red after this
[2014-07-04 13:28:51] <GeneralSpoon> if the two of your are okay with not breaking our alliance I am also okay with working with him
[2014-07-04 13:28:58] <GeneralSpoon> red still preferred
[2014-07-04 13:29:22] <GeneralSpoon> god if red is zorbees
[2014-07-04 13:29:39] </@> UncleSam invited Celever into the channel.
[2014-07-04 13:29:41] <Workstrike> meh, we don't need to work with him if we don't want to
[2014-07-04 13:29:44] -->| Celever (Mibbit@synIRC-8B9A061D.aztw.cable.virginm.net) has joined #starwars
[2014-07-04 13:29:51] <UncleSam> ok
[2014-07-04 13:29:51] <Celever> hello
[2014-07-04 13:29:55] <Workstrike> it's just an option
[2014-07-04 13:29:55] <Workstrike> hi
[2014-07-04 13:29:59] <UncleSam> ns upd ate celever
[2014-07-04 13:30:04] <UncleSam> for sops
[2014-07-04 13:30:08] =-= Mode #starwars +ao Celever Celever by ChanServ
[2014-07-04 13:30:10] <UncleSam> this is our four man alliance
[2014-07-04 13:30:14] <UncleSam> that might expand to give
[2014-07-04 13:30:15] <UncleSam> five
[2014-07-04 13:30:18] <UncleSam> if we find agent red
[2014-07-04 13:30:31] <UncleSam> only minor conflict is flamestrike and celever being soft enemies but
[2014-07-04 13:30:37] <UncleSam> so long as you two cooperate it should be auto win
[2014-07-04 13:30:39] <UncleSam> for everyone
[2014-07-04 13:30:54] <Workstrike> i'm willing to work with you if you're willing to work with me
[2014-07-04 13:30:54] <UncleSam> given we have the fewest common enemies with flamestrike i think we should go after his enemies first
[2014-07-04 13:31:00] <Celever> I am too
[2014-07-04 13:31:01] <UncleSam> its only fair
[2014-07-04 13:31:20] <UncleSam> since he is 'risking' more potential allies than we are
[2014-07-04 13:31:23] <UncleSam> so we should help him out first
[2014-07-04 13:31:28] <UncleSam> this ok with everyone?
[2014-07-04 13:31:30] <Workstrike> even if we don't kill each other we'll still have 8 points worth of ships to work with, and absolute worst case scenario i would be willing to sac a ship if need be
[2014-07-04 13:31:38] <Workstrike> well obviously i'm fine with it lol
[2014-07-04 13:31:43] <GeneralSpoon> I'm cool
[2014-07-04 13:31:47] <UncleSam> ya that was more at gspoon and celever
[2014-07-04 13:32:00] <UncleSam> celever black is my enemy orange and gray are my supers
[2014-07-04 13:32:07] <UncleSam> sorry i slightly lied to you i wasnt sure who you were
[2014-07-04 13:32:13] <UncleSam> email for sheet
[2014-07-04 13:32:20] <Celever> jjcelever@gmail.com
[2014-07-04 13:32:25] <GeneralSpoon> wait
[2014-07-04 13:32:26] <Celever> also that's totally fine I assumed you'd be lying a bit
[2014-07-04 13:32:27] <GeneralSpoon> before sheet
[2014-07-04 13:32:29] <GeneralSpoon> ship names
[2014-07-04 13:32:39] <GeneralSpoon> 9.9
[2014-07-04 13:32:41] <UncleSam> added you to logs doc too
[2014-07-04 13:32:44] <UncleSam> oh right

[2014-07-04 13:32:47] <UncleSam> celever
[2014-07-04 13:32:47] <UncleSam> ship names
[2014-07-04 13:32:50] <Celever> Lily and Bellatrix
[2014-07-04 13:32:57] <Celever> what kind of name is Bellatrix, anyway? >_>
[2014-07-04 13:32:58] <UncleSam> kk
[2014-07-04 13:33:02] <UncleSam> its from harry potter
[2014-07-04 13:33:13] <Celever> oh yeah I remember now
[2014-07-04 13:33:14] <Celever> lol
[2014-07-04 13:33:17] <Workstrike> they're all from harry potter lol
[2014-07-04 13:33:27] <Celever> ...
[2014-07-04 13:33:31] <Celever> I didn't notice that o_O
[2014-07-04 13:33:33] <UncleSam> ok
[2014-07-04 13:33:39] <UncleSam> agent red could potential join us still
[2014-07-04 13:33:44] <UncleSam> but other than that we are at max capacity
[2014-07-04 13:33:48] <GeneralSpoon> ok so we've done a lot already to improve our chances of making effective kills
[2014-07-04 13:33:57] <UncleSam> we can finish a ship a cycle
[2014-07-04 13:33:58] <UncleSam> with four of us
[2014-07-04 13:34:04] <GeneralSpoon> even if red doesn't work with us now
[2014-07-04 13:34:12] <GeneralSpoon> it'll be hard for him not to soon
[2014-07-04 13:34:13] <UncleSam> hopefully red at least stays out of the way
[2014-07-04 13:34:21] <UncleSam> so we finish everyone else off
[2014-07-04 13:35:12] <Workstrike> well as far as i can tell everyone he needs dead is already one of our targets
[2014-07-04 13:35:22] <Workstrike> so he shouldn't be an issue?
[2014-07-04 13:35:34] <UncleSam> ya
[2014-07-04 13:35:38] <GeneralSpoon> also celever should be added to the alliance convo
[2014-07-04 13:35:48] <GeneralSpoon> and we can now figure out how we will handle upgrades
[2014-07-04 13:35:50] <UncleSam> oh right
[2014-07-04 13:35:53] <GeneralSpoon> to recap for celever
[2014-07-04 13:35:54] <UncleSam> can we add people to convos itg
[2014-07-04 13:35:54] <Celever> wow we have a convo and everything! >_>
[2014-07-04 13:35:55] <Workstrike> i guess worst case scenario he teams up with the two people who we need dead that he doesn't need dead
[2014-07-04 13:35:59] <UncleSam> or do we need to make a new one
[2014-07-04 13:36:05] <GeneralSpoon> upgrading blasters is useless to an alliance
[2014-07-04 13:36:06] <UncleSam> celever peruse the logs doc
[2014-07-04 13:36:09] <GeneralSpoon> we don't need a new one
[2014-07-04 13:36:10] <UncleSam> for all our info thus far
[2014-07-04 13:36:14] <Celever> ok
[2014-07-04 13:36:18] <GeneralSpoon> you can add new people to the convo
[2014-07-04 13:36:20] <GeneralSpoon> as the one who made it
[2014-07-04 13:36:45] <UncleSam> imo if mills isnt red we crush him first
[2014-07-04 13:36:54] <UncleSam> he will be by far the most dangerous enemy in this sort of game
[2014-07-04 13:37:05] <Workstrike> yes
[2014-07-04 13:37:06] <GeneralSpoon> if we can find him this is a good plan
[2014-07-04 13:37:08] <Workstrike> 100 times yes
[2014-07-04 13:37:08] <Workstrike> lol
[2014-07-04 13:37:15] <UncleSam> we will have four spies
[2014-07-04 13:37:17] <UncleSam> looking
[2014-07-04 13:37:18] <Workstrike> of course this will depend on whose ship we can find

[2014-07-04 13:37:20] <Workstrike> but yeah
[2014-07-04 13:37:21] <UncleSam> we know he isnt orange or pink
[2014-07-04 13:37:22] <GeneralSpoon> yeah I think I will go 4 spies
[2014-07-04 13:37:32] <UncleSam> ok what should celever go
[2014-07-04 13:37:39] <UncleSam> celever current plan is
[2014-07-04 13:37:43] <GeneralSpoon> I could go 1 emp 1 personal
[2014-07-04 13:37:45] <UncleSam> i go 4 emps 1 personal 1 spies
[2014-07-04 13:37:45] <GeneralSpoon> or 2 personal
[2014-07-04 13:37:53] <UncleSam> g spoon 1 emp 1 personal 4 spies
[2014-07-04 13:38:00] <UncleSam> flamestrike 4 personal 1 emp 1 spies
[2014-07-04 13:38:11] <Workstrike> celever could also go 4 spies for maximum info gathering since sam + me
already get the near-guaranteed emp covered
[2014-07-04 13:38:20] <UncleSam> imo we onl yneed one
[2014-07-04 13:38:22] <UncleSam> max spies
[2014-07-04 13:38:28] <UncleSam> odds are most wont max personal
[2014-07-04 13:38:32] <GeneralSpoon> I am considering going 4 spies 2 personal
[2014-07-04 13:38:36] <Workstrike> i don't think maxing anything else is very useful though
[2014-07-04 13:38:41] <UncleSam> maxing personal
[2014-07-04 13:38:42] <UncleSam> is good
[2014-07-04 13:38:46] <UncleSam> it keeps our info hidden
[2014-07-04 13:38:47] <Workstrike> true
[2014-07-04 13:38:51] <Workstrike> hide yo ships
[2014-07-04 13:38:53] <UncleSam> and lets our blasters
[2014-07-04 13:38:56] <UncleSam> not get hooked
[2014-07-04 13:38:59] <Workstrike> right
[2014-07-04 13:39:12] <UncleSam> imo gspoon should go personal actually
[2014-07-04 13:39:15] <UncleSam> and celever spies
[2014-07-04 13:39:16] <GeneralSpoon> I think 2 personal would be a better option 1st night rather than 1 emp
[2014-07-04 13:39:21] <GeneralSpoon> hmm
[2014-07-04 13:39:31] <UncleSam> since spoon has
[2014-07-04 13:39:31] <GeneralSpoon> 1 spies 4 personal 1 emp
[2014-07-04 13:39:32] <UncleSam> all enemies in common
[2014-07-04 13:39:33] <GeneralSpoon> or 5 personal
[2014-07-04 13:39:36] <Workstrike> yeah only one of us needs +1 emp
[2014-07-04 13:39:39] <UncleSam> can only go 4 personal
[2014-07-04 13:39:40] <Workstrike> to support sam
[2014-07-04 13:39:47] <Workstrike> everyone else should be at least 2 personnel
[2014-07-04 13:39:50] <UncleSam> celever if thi smakes no sense
[2014-07-04 13:39:57] <UncleSam> go reread the rules
[2014-07-04 13:40:00] <UncleSam> and then ask questions
[2014-07-04 13:40:03] <UncleSam> but the basic run down is
[2014-07-04 13:40:04] <Celever> nah this makes sense
[2014-07-04 13:40:08] <UncleSam> spies=inspect
[2014-07-04 13:40:09] <UncleSam> emp=hook
[2014-07-04 13:40:13] <UncleSam> personal=self safeguard
[2014-07-04 13:40:16] <UncleSam> forcefield=self bg
[2014-07-04 13:40:18] <UncleSam> blaster-damage
[2014-07-04 13:40:23] <Celever> I'm just not 100% abuot the best strategy for the game
[2014-07-04 13:40:26] <GeneralSpoon> so the options are 4 personal and 1 emp = 1 random hook to maybe shut
down a blaster

[2014-07-04 13:40:33] <UncleSam> best strat weve come up with yet is
[2014-07-04 13:40:34] <GeneralSpoon> or 5 personal to ensure I can continue to shoot
[2014-07-04 13:40:39] <UncleSam> one person goes emps with an emp support
[2014-07-04 13:40:43] <UncleSam> to shut down a target ship
[2014-07-04 13:40:47] <Workstrike> you can only go to max 4 personnel i thought
[2014-07-04 13:40:47] <UncleSam> everyone else
[2014-07-04 13:40:52] <GeneralSpoon> imma check
[2014-07-04 13:40:54] <GeneralSpoon> oh yeah
[2014-07-04 13:40:56] <UncleSam> goes personal
[2014-07-04 13:40:57] <GeneralSpoon> personall can only go 4
[2014-07-04 13:41:00] <UncleSam> so no emps can come in and block us
[2014-07-04 13:41:12] <UncleSam> and therefore we all damage the ship simultaneously with 1 blasters
[2014-07-04 13:41:20] <UncleSam> and down it cause four of us at once
[2014-07-04 13:41:28] <UncleSam> one has to go spies to gather info on personal maxers though
[2014-07-04 13:41:46] <GeneralSpoon> so options there include 1 spies 4 personal 1 emp, and 1 spies 4 pesonal 1 shield; imo the 1 emp woud be better though
[2014-07-04 13:42:01] <Workstrike> so if sam is 4 emp/1 personnel/1 spies, i'm 4 personnel/1 emp/1 spies, gs is 4 personnel/2 spies and celever is 4 spies/2 personnel?
[2014-07-04 13:42:05] <Workstrike> does that work?
[2014-07-04 13:42:15] <GeneralSpoon> you think I should go 2 spies?
[2014-07-04 13:42:17] <Workstrike> shield is pretty useless imo
[2014-07-04 13:42:20] <UncleSam> is would work but no reason to go 2 spies
[2014-07-04 13:42:25] <Workstrike> hmm
[2014-07-04 13:42:33] <UncleSam> 4 personal 1 spy 1 emp or forcefield better
[2014-07-04 13:42:37] <Workstrike> idk i can see people going 2 personal just to stop 1 spies
[2014-07-04 13:42:37] <GeneralSpoon> my options if no 2 spies are 1 emp or forcefile
[2014-07-04 13:42:48] <Workstrike> but idk
[2014-07-04 13:42:52] <UncleSam> imo the emp is better gspoon
[2014-07-04 13:42:57] <Workstrike> i think 1 emp is better yeah
[2014-07-04 13:42:57] <UncleSam> early game
[2014-07-04 13:43:01] <GeneralSpoon> yeah
[2014-07-04 13:43:04] <UncleSam> then we all upgrade forcefields as we get upgrades
[2014-07-04 13:43:11] <UncleSam> if we get hit for small damage randomly early
[2014-07-04 13:43:12] <GeneralSpoon> that makes sense
[2014-07-04 13:43:18] <UncleSam> that will help us upgrade the forcefields even faster
[2014-07-04 13:43:24] <UncleSam> to go along with our upgrades from taking ships out
[2014-07-04 13:43:42] <UncleSam> after that we upgrade blasters and me/celever upgrade personal
[2014-07-04 13:43:45] <GeneralSpoon> I'm going to submit my upgrades as 1 spy 4 personal 1 emp to aska now so he can't complain I don't have them in
[2014-07-04 13:43:48] <UncleSam> but i doubt game will go that long
[2014-07-04 13:43:57] <UncleSam> ok
[2014-07-04 13:44:06] <UncleSam> celever can you submit 4 spies 1 emp 1 personal
[2014-07-04 13:44:14] <Celever> ok
[2014-07-04 13:44:15] <UncleSam> i will submit 4 emp 1 personal 1 spies
[2014-07-04 13:44:21] <UncleSam> flamestrike 1 emp 4 personal 1 spies
[2014-07-04 13:44:26] <GeneralSpoon> actually if we are doing the plan of 1 ship a night we'll need shields and/or personal pretty quickly
[2014-07-04 13:44:36] <GeneralSpoon> because there'll be lots of shots going off randomly
[2014-07-04 13:44:49] <UncleSam> ya well we all gain 1 upgrade per night from offense
[2014-07-04 13:44:53] <UncleSam> and more from getting hit randomly

[2014-07-04 13:44:53] <GeneralSpoon> we should fully expect one of us to lose a ship to an enemy alliance testing the waters
[2014-07-04 13:44:55] <GeneralSpoon> on cycle 1
[2014-07-04 13:45:04] <UncleSam> i doubt there will be an enemy alliance
[2014-07-04 13:45:05] <GeneralSpoon> to a similiar strategy
[2014-07-04 13:45:11] <UncleSam> no one has been online
[2014-07-04 13:45:18] <UncleSam> worst case theres a 2 or 3 man soft alliance
[2014-07-04 13:45:36] <Celever> yeah I don't think a fully-fledged alliance will exist before at least day 2
[2014-07-04 13:45:39] <GeneralSpoon> if somebody loses a ship they should upgrade their shit
[2014-07-04 13:45:40] <Workstrike> i could see billy setting up an alliance, but yeah no way he'll get more than 3
[2014-07-04 13:45:42] <Celever> or cycle 1
[2014-07-04 13:45:46] <Workstrike> and we already have an info edge
[2014-07-04 13:45:47] <GeneralSpoon> ok
[2014-07-04 13:45:50] <UncleSam> ya
[2014-07-04 13:45:55] <UncleSam> billy hasnt been online though
[2014-07-04 13:46:01] <UncleSam> i tried contacting him like five times now
[2014-07-04 13:46:03] <UncleSam> he wont respond to me
[2014-07-04 13:46:12] <UncleSam> so i doubt hes responding to anyone else uch less talking to people
[2014-07-04 13:46:42] <UncleSam> ok only rule of this alliance imo
[2014-07-04 13:46:46] <UncleSam> is no one talk to anyone else
[2014-07-04 13:46:51] <UncleSam> dont make it obvious you are in an alliance but
[2014-07-04 13:46:56] <UncleSam> say you are cautious to claim etc
[2014-07-04 13:47:09] <UncleSam> but ALWAYS interested in working with people vaguely
[2014-07-04 13:47:18] <UncleSam> dont burn bridges but dont give anyone any info either
[2014-07-04 13:47:19] <Celever> I thought that went without saying lol
[2014-07-04 13:47:29] <Workstrike> worst case scenario lie your ass off about info, but hopefully that won't be necessary
[2014-07-04 13:47:29] <Workstrike> lol
[2014-07-04 13:47:41] <UncleSam> ya i doubt it will be
[2014-07-04 13:47:51] <UncleSam> this should be an easy win for us and maybe agent red
[2014-07-04 13:47:51] <Celever> so
[2014-07-04 13:47:54] =-= GeneralSpoon has changed the topic to ``Bridgeburners Alliance''
[2014-07-04 13:47:55] <UncleSam> so long as we play this right
[2014-07-04 13:47:56] <Celever> who are we shooting today?
[2014-07-04 13:47:57] <Celever> lol
[2014-07-04 13:48:02] <UncleSam> no actions on c0
[2014-07-04 13:48:06] <GeneralSpoon> we can't shoot c0
[2014-07-04 13:48:07] <Celever> oh
[2014-07-04 13:48:08] <UncleSam> we just upgrade
[2014-07-04 13:48:10] <Celever> boooooring
[2014-07-04 13:48:10] <Workstrike> this reminds me of ff5 and gs's game where i had giant alliances set up n0
[2014-07-04 13:48:11] <UncleSam> which is silly
[2014-07-04 13:48:19] <UncleSam> we should be able to use actions
[2014-07-04 13:48:20] <UncleSam> c0
[2014-07-04 13:48:21] <Workstrike> (and then in gs's game got randed by neutrals grr)
[2014-07-04 13:48:25] <GeneralSpoon> iirc those alliances steamrolled
[2014-07-04 13:48:34] <GeneralSpoon> except for you flamestrike
[2014-07-04 13:48:34] <UncleSam> alliances generally do in these games
[2014-07-04 13:48:37] <GeneralSpoon> you fell like you said
[2014-07-04 13:48:39] <Workstrike> nah the one in your game lost for the most part

[2014-07-04 13:48:39] <UncleSam> their access to info
[2014-07-04 13:48:40] <Workstrike> iirc
[2014-07-04 13:48:41] <UncleSam> is ridiculous
[2014-07-04 13:48:47] <Workstrike> a few of them won
[2014-07-04 13:48:51] <Workstrike> but i think it was about 50/50
[2014-07-04 13:48:52] <UncleSam> for example i knew celever was agent white after he said my enemy is agent purple
[2014-07-04 13:48:58] <UncleSam> thats all he had to say and i knew everything about him
[2014-07-04 13:49:03] <UncleSam> just because i had your two guys info
[2014-07-04 13:49:08] <Celever> which scared me D:
[2014-07-04 13:49:11] <Celever> lol not really, but still
[2014-07-04 13:49:12] <Workstrike> whereas i think if quags hasn't randed me and just claimed to me, we would have 100% won
[2014-07-04 13:49:13] <UncleSam> solo players cant compete
[2014-07-04 13:49:23] <Workstrike> yeah, the issue i find with these games
[2014-07-04 13:49:27] <UncleSam> ya celever basically
[2014-07-04 13:49:31] <Workstrike> is that if you're not available right when the game starts
[2014-07-04 13:49:34] <Workstrike> you're kinda fucked
[2014-07-04 13:49:35] <UncleSam> i tell everyone who i talk to that my enemies are agent pink and orange lol
[2014-07-04 13:49:38] <UncleSam> since i know who they are
[2014-07-04 13:49:44] <GeneralSpoon> oh right
[2014-07-04 13:49:47] <UncleSam> and its true they ARE my enemies just one is my super enemy
[2014-07-04 13:49:54] <UncleSam> once i find out their enemies
[2014-07-04 13:49:57] <GeneralSpoon> iirc in that FFA there was a wolf duo that needed to kill a certain number of players
[2014-07-04 13:49:58] <UncleSam> i know who they are 100% at this point
[2014-07-04 13:50:04] <UncleSam> and can then lie about supers
[2014-07-04 13:50:06] <UncleSam> as i see fit
[2014-07-04 13:50:11] <GeneralSpoon> in hindsight they had no reason to not just work with one alliance
[2014-07-04 13:50:12] <Celever> well in the last ffa, which I think was another of aska's, ipl made a big alliance, but then he completely shrugged Tesung and I off and made it obvious that he didn't like us being there any more
[2014-07-04 13:50:12] <Workstrike> yeah gs, it was paperblade and quagsires
[2014-07-04 13:50:14] <GeneralSpoon> and win
[2014-07-04 13:50:18] <GeneralSpoon> but neither of them did that
[2014-07-04 13:50:19] <Celever> so Tesung and I broke off, made another alliance and won
[2014-07-04 13:50:19] <Celever> lol
[2014-07-04 13:50:19] <GeneralSpoon> idk why
[2014-07-04 13:50:32] <UncleSam> well this game is too small
[2014-07-04 13:50:35] <UncleSam> for people to break off like that
[2014-07-04 13:50:36] <Workstrike> i don't think they thought they'd get enough kills or something
[2014-07-04 13:50:42] <Celever> Yeah, but still
[2014-07-04 13:50:50] <Celever> just "one alliance made D1 steamrolls" isn't always the case
[2014-07-04 13:50:51] <UncleSam> imo if we dont have agent reds name by the end of c0
[2014-07-04 13:50:53] <Celever> that was my point, anyway
[2014-07-04 13:50:54] <Celever> lol
[2014-07-04 13:50:58] <UncleSam> flamestrike or gspoon asks for him to contact
[2014-07-04 13:51:04] <Workstrike> i'm still salty about that game, easily my best game and got randed n1 :(
[2014-07-04 13:51:14] <UncleSam> ya
[2014-07-04 13:51:16] <UncleSam> we cant be like
[2014-07-04 13:51:21] <UncleSam> well we foudn each other c0 gg no re

[2014-07-04 13:51:30] <UncleSam> we have to make solid plans and play well still
[2014-07-04 13:51:34] <UncleSam> but we have a big advantage
[2014-07-04 13:51:37] <UncleSam> already
[2014-07-04 13:51:57] <Workstrike> yeah if we play our cards right and don't piss off too many people we should be able to win this
[2014-07-04 13:52:21] <Celever> ~~
[2014-07-04 13:52:29] <UncleSam> ok lets make anew convo
[2014-07-04 13:52:30] <GeneralSpoon> and that's why were the bridgeburners!
[2014-07-04 13:52:31] <UncleSam> and add celever to it
[2014-07-04 13:52:35] <GeneralSpoon> UncleSam:
[2014-07-04 13:52:38] <UncleSam> since idk if we can
[2014-07-04 13:52:39] <GeneralSpoon> you can add him to the exisitng one
[2014-07-04 13:52:41] <UncleSam> add people to old convo
[2014-07-04 13:52:44] <GeneralSpoon> yes you can
[2014-07-04 13:52:46] <UncleSam> is that a mafia only rule?
[2014-07-04 13:52:50] <GeneralSpoon> oh
[2014-07-04 13:52:51] <GeneralSpoon> right
[2014-07-04 13:52:52] <UncleSam> no but like
[2014-07-04 13:52:54] <Celever> wait
[2014-07-04 13:52:54] <GeneralSpoon> that rule
[2014-07-04 13:52:54] <UncleSam> its a rule of the game
[2014-07-04 13:52:57] <UncleSam> not to add to old convo
[2014-07-04 13:52:57] <Celever> that was HOST convos
[2014-07-04 13:52:59] <Celever> right?
[2014-07-04 13:53:02] <UncleSam> are you sure
[2014-07-04 13:53:04] <GeneralSpoon> that must be host convos
[2014-07-04 13:53:05] <GeneralSpoon> um
[2014-07-04 13:53:06] <UncleSam> i dont want all of us to get godkilled
[2014-07-04 13:53:10] <Celever> We should make a new one just in case
[2014-07-04 13:53:11] <GeneralSpoon> can you think of any reason
[2014-07-04 13:53:12] <UncleSam> for no reason
[2014-07-04 13:53:13] <Celever> like to be safe
[2014-07-04 13:53:14] <UncleSam> just make new one
[2014-07-04 13:53:16] <GeneralSpoon> you can't add somebody to an old one?
[2014-07-04 13:53:18] <GeneralSpoon> ok then
[2014-07-04 13:53:18] <Celever> but I'm p sure it's host only
[2014-07-04 13:53:21] <Celever> bit trivial though
[2014-07-04 13:53:56] <Workstrike> i'm sure aska wouldn't care seeing what the convo was, but probably still safest to make a new one
[2014-07-04 13:54:10] <UncleSam> k
[2014-07-04 13:54:12] <UncleSam> made it
[2014-07-04 13:54:34] <UncleSam> ok cool
[2014-07-04 13:54:42] <UncleSam> we have a plan for c0 and unless agent red joins up
[2014-07-04 13:54:47] <UncleSam> i think its p much set
[2014-07-04 13:54:56] <UncleSam> unless there are any concerns with it?
[2014-07-04 13:55:07] <Celever> I can't see anything wrong with it, at least
[2014-07-04 13:55:18] <UncleSam> i mean we will kill one ship
[2014-07-04 13:55:21] <UncleSam> and get info on four others
[2014-07-04 13:55:24] <UncleSam> after c1
[2014-07-04 13:55:30] <UncleSam> that should give us a great c2 target

[2014-07-04 13:55:43] <UncleSam> and its a very high chance of us randing someone other than red even if he doesnt contact
[2014-07-04 13:56:25] <UncleSam> also tbqh i dont understand why
[2014-07-04 13:56:29] <UncleSam> we have a c0 for upgrading
[2014-07-04 13:56:33] <UncleSam> then a c1 for using abilities
[2014-07-04 13:56:38] <UncleSam> when we could just have a c0 doing both
[2014-07-04 13:56:53] <Celever> A really don't get it either
[2014-07-04 13:56:59] <Celever> it just seems like a way for aska to say
[2014-07-04 13:57:05] <Celever> "this game takes a long time"
[2014-07-04 13:57:12] <Celever> bc it literally doubles in length
[2014-07-04 13:57:14] <Celever> ._.
[2014-07-04 13:57:19] <UncleSam> ya
[2014-07-04 13:57:23] <UncleSam> zzz
[2014-07-04 13:58:27] <GeneralSpoon> maybe its time
[2014-07-04 13:58:31] <GeneralSpoon> to do what we're doing?
[2014-07-04 13:59:10] <UncleSam> as in
[2014-07-04 13:59:12] <UncleSam> who are we targeting
[2014-07-04 13:59:13] <UncleSam> with what?
[2014-07-04 13:59:24] <UncleSam> imo unless aska changes the rules
[2014-07-04 13:59:26] <GeneralSpoon> no I mean
[2014-07-04 13:59:28] <GeneralSpoon> making an alliance
[2014-07-04 13:59:43] <UncleSam> oh
[2014-07-04 13:59:48] <UncleSam> it took us all of three hours
[2014-07-04 13:59:51] <UncleSam> to get together
[2014-07-04 13:59:59] <UncleSam> why people need 48
[2014-07-04 14:00:07] <GeneralSpoon> okay that's a bit much
[2014-07-04 14:00:12] <Workstrike> i suspect that's the reasoning for it but it's probably not necessary
[2014-07-04 14:00:40] <UncleSam> ok so
[2014-07-04 14:00:41] <UncleSam> this cycle ends
[2014-07-04 14:00:46] <UncleSam> saturday 6 pm est
[2014-07-04 14:00:55] <UncleSam> ugh whyyyy
[2014-07-04 14:00:57] <Workstrike> alternatively, it could be simply a matter of priority; you use weapons before you upgrade, and right now no one has upgrades (except blasters but not allowing blasters n0 makes sense)
[2014-07-04 14:00:59] <UncleSam> then another 48 hours
[2014-07-04 14:01:01] <UncleSam> before we use anything
[2014-07-04 14:01:12] <Workstrike> yeah first cycle probably could have been 24 :/
[2014-07-04 14:01:19] <Celever> lol 3 hours to get together. That's pretty great >_>
[2014-07-04 14:01:21] <UncleSam> maybe aska will update later
[2014-07-04 14:01:29] <UncleSam> ya i contacted flamestrike about target info
[2014-07-04 14:01:30] <UncleSam> like
[2014-07-04 14:01:31] <Celever> we'll just have to ask aska to shorten it when he comes on I guess
[2014-07-04 14:01:33] <UncleSam> three hours ago
[2014-07-04 14:01:44] <UncleSam> 11 am
[2014-07-04 14:01:46] <UncleSam> so four hours ago
[2014-07-04 14:01:48] <Workstrike> technically i think it was 4
[2014-07-04 14:01:50] <UncleSam> ya
[2014-07-04 14:01:51] <Workstrike> but close enough
[2014-07-04 14:01:57] <UncleSam> we have gained an ally an hour
[2014-07-04 14:02:04] <UncleSam> seven more hours and we win game all are win gg
[2014-07-04 14:02:12] <Celever> lol

[2014-07-04 14:02:27] <UncleSam> ok so
[2014-07-04 14:02:32] <UncleSam> celever i am averse to working with zorbees
[2014-07-04 14:02:35] <UncleSam> in a game like this
[2014-07-04 14:02:39] <UncleSam> he sells out allies for no reason
[2014-07-04 14:02:43] <UncleSam> and stabs for no reason
[2014-07-04 14:02:50] <UncleSam> so unless we absolutely have to (we dont)
[2014-07-04 14:02:52] <Celever> I don't really like working with zorbees either
[2014-07-04 14:02:53] <Celever> lol
[2014-07-04 14:02:57] <UncleSam> id prefer not making him part of the alliance
[2014-07-04 14:03:04] <UncleSam> billymilsl has been ignoring me rudely
[2014-07-04 14:03:09] <UncleSam> but ill add him if he is agent red
[2014-07-04 14:03:14] <GeneralSpoon> do you think it is possible to pull off a massive masquerade, lying through our teeth to penguin, bringing him into the alliance, and then using our ships to kill all of his on cycle 1?
[2014-07-04 14:03:15] <UncleSam> because he is trustworthy and a good planner
[2014-07-04 14:03:27] <UncleSam> theres no way we could get
[2014-07-04 14:03:27] <GeneralSpoon> wait no
[2014-07-04 14:03:29] <UncleSam> eight people
[2014-07-04 14:03:32] <GeneralSpoon> blasters only fire once a night
[2014-07-04 14:03:32] <UncleSam> to down penguin c1
[2014-07-04 14:03:33] <UncleSam> lol
[2014-07-04 14:03:33] <GeneralSpoon> per player
[2014-07-04 14:03:34] <GeneralSpoon> derp
[2014-07-04 14:03:36] <UncleSam> ya
[2014-07-04 14:03:37] <GeneralSpoon> not once per ship
[2014-07-04 14:03:39] <GeneralSpoon> gosh
[2014-07-04 14:03:42] <UncleSam> we might be able to con his ships out of him
[2014-07-04 14:03:44] <GeneralSpoon> that's so hard to wrap my mind around
[2014-07-04 14:03:46] <UncleSam> and take one of them down instantly
[2014-07-04 14:03:49] <Workstrike> we could kill one of his ships, but then the jig would be up lol
[2014-07-04 14:03:52] <UncleSam> then just down him the next cycle
[2014-07-04 14:03:55] <Celever> I think it would be best not to ruffle too many players in this game, though
[2014-07-04 14:03:56] <Celever> :/
[2014-07-04 14:03:56] <GeneralSpoon> at that point though
[2014-07-04 14:03:58] <UncleSam> what could he do
[2014-07-04 14:04:01] <GeneralSpoon> he's got a lot of false information that
[2014-07-04 14:04:04] <UncleSam> ya celever i agree
[2014-07-04 14:04:05] <Celever> *ruffle to many player's feathers
[2014-07-04 14:04:05] <GeneralSpoon> somebody could get something out of
[2014-07-04 14:04:06] <UncleSam> with spies etc
[2014-07-04 14:04:09] <UncleSam> we dont need to con people
[2014-07-04 14:04:13] <UncleSam> into telling us their ships
[2014-07-04 14:04:16] <UncleSam> once we get agents reds
[2014-07-04 14:04:17] <GeneralSpoon> and they would get something out of it
[2014-07-04 14:04:19] <UncleSam> we can kill anyone
[2014-07-04 14:04:24] <UncleSam> and once we have spy info
[2014-07-04 14:04:24] <GeneralSpoon> as its 4 players of false information
[2014-07-04 14:04:28] <UncleSam> we can kill precisely who we want
[2014-07-04 14:04:32] <GeneralSpoon> and they could compare it with their own information
[2014-07-04 14:04:35] <Workstrike> well we do still need to worry about our spies getting through
[2014-07-04 14:04:45] <UncleSam> ya

[2014-07-04 14:04:49] <UncleSam> odds are at least one spy will fail
[2014-07-04 14:04:59] <UncleSam> but thats ok
[2014-07-04 14:05:04] <UncleSam> we will have celever spy them next cycle
[2014-07-04 14:05:06] <UncleSam> with support
[2014-07-04 14:05:08] <Workstrike> but yeah the issue with conning people is that for an alliance it's dirt easy to realize "wait this makes no sense with the info we have"
[2014-07-04 14:05:20] <Workstrike> fair enough
[2014-07-04 14:05:22] <UncleSam> ya we dont need to con people
[2014-07-04 14:05:24] <UncleSam> we have a shitton of info already
[2014-07-04 14:05:27] <UncleSam> and should only get more
[2014-07-04 14:05:36] <UncleSam> i think most solo players will selfishly upgrade forcefield and blasters
[2014-07-04 14:05:44] <UncleSam> and will subsequently get wrecked by our emps
[2014-07-04 14:05:50] <GeneralSpoon> hmm
[2014-07-04 14:05:59] <UncleSam> i feel bad for penguin LOL
[2014-07-04 14:06:08] <GeneralSpoon> if we had a choice would we go after solo players or enemy alliance
[2014-07-04 14:06:13] <GeneralSpoon> either way causes ripples
[2014-07-04 14:06:19] <GeneralSpoon> probably though
[2014-07-04 14:06:21] <Workstrike> probably alliance if possible
[2014-07-04 14:06:21] <GeneralSpoon> alliance
[2014-07-04 14:06:23] <UncleSam> depends who is in the enemy alliance
[2014-07-04 14:06:28] <GeneralSpoon> if we can get somebody dead in it
[2014-07-04 14:06:30] <Workstrike> they would be the biggest thread
[2014-07-04 14:06:31] <UncleSam> and how big it is
[2014-07-04 14:06:32] <GeneralSpoon> that's more of us safe
[2014-07-04 14:06:32] <Workstrike> *threat
[2014-07-04 14:06:38] <Workstrike> and one less member means one less blaster
[2014-07-04 14:06:57] <UncleSam> it would just depend who is on what
[2014-07-04 14:07:01] <Workstrike> unless one member of the alliance is agent red and we can convince them to swap sides
[2014-07-04 14:07:02] <Workstrike> but eh
[2014-07-04 14:07:11] <UncleSam> i doubt red will ally with anyone
[2014-07-04 14:07:17] <UncleSam> everyone left is either us or his enemies
[2014-07-04 14:07:34] <UncleSam> any anti-us alliance would include penguin
[2014-07-04 14:07:37] <UncleSam> who is his super enemy
[2014-07-04 14:07:39] <Workstrike> he has two people that aren't us that aren't his enemies iirc
[2014-07-04 14:07:39] <Celever> do we know his exact enemies?
[2014-07-04 14:07:51] <UncleSam> well he is super enemies with pink aka penguin
[2014-07-04 14:07:53] <Workstrike> idk if those two people can work together or not though
[2014-07-04 14:07:56] <UncleSam> lets try to figure out what else though
[2014-07-04 14:08:06] <UncleSam> there are five unknowns atm
[2014-07-04 14:08:32] <UncleSam> red brown yellow gray black
[2014-07-04 14:08:46] <Workstrike> we should get a list of colours somewhere
[2014-07-04 14:08:51] <Workstrike> maybe on a third sheet?
[2014-07-04 14:08:52] <UncleSam> brown has purple as super
[2014-07-04 14:11:53] <UncleSam> hmm
[2014-07-04 14:12:04] <Celever> wow it is crazy how much we know already
[2014-07-04 14:12:04] <Celever> ._.
[2014-07-04 14:12:08] <Workstrike> so red's second super is one of black, brown, or yellow
[2014-07-04 14:12:26] <Workstrike> and his second enemy can be any of the four
[2014-07-04 14:12:28] <Workstrike> yeah celever

[2014-07-04 14:12:36] <Workstrike> this is what happens with alliances + mutual enemies
[2014-07-04 14:13:24] <GeneralSpoon> good
[2014-07-04 14:13:34] <Workstrike> also i've seen the word agent so much on these sheets it looks wrong to me somehow ._.
[2014-07-04 14:13:42] <Celever> IK that we get info fast workstrike, but this is like
[2014-07-04 14:13:45] <Celever> 5 hours into the game
[2014-07-04 14:13:50] <UncleSam> tbh
[2014-07-04 14:13:51] <Celever> and we have almost every single enemy and super enemy
[2014-07-04 14:13:55] <Workstrike> it helps that it's a small game too
[2014-07-04 14:13:58] <UncleSam> i think that they cant ally together
[2014-07-04 14:14:06] <UncleSam> they have super enemies of each other
[2014-07-04 14:14:14] <UncleSam> and enemies with each other too
[2014-07-04 14:14:30] <UncleSam> at worst five of them could ally
[2014-07-04 14:14:44] <GeneralSpoon> and we'd have Red on our side then
[2014-07-04 14:14:48] <UncleSam> ya
[2014-07-04 14:14:51] <UncleSam> red is definitely
[2014-07-04 14:14:53] <UncleSam> gonna come with us
[2014-07-04 14:14:58] <UncleSam> he has no enemies among us
[2014-07-04 14:15:02] <GeneralSpoon> and then we got one dipshit in the middle
[2014-07-04 14:15:08] <UncleSam> ya
[2014-07-04 14:15:11] <UncleSam> who will just get wrecked
[2014-07-04 14:15:12] <UncleSam> lol
[2014-07-04 14:15:19] <UncleSam> in the crossfire
[2014-07-04 14:15:26] <UncleSam> i hope its mills xD
[2014-07-04 14:15:31] <GeneralSpoon> either that or he gets headhunted into an alliance
[2014-07-04 14:15:38] <UncleSam> oh tahts true
[2014-07-04 14:15:43] <UncleSam> hmm
[2014-07-04 14:15:49] <UncleSam> dont wanna let other alliance replace someone
[2014-07-04 14:15:50] <GeneralSpoon> he would be unreliable and kept at arm's length though
[2014-07-04 14:15:59] <UncleSam> who we down
[2014-07-04 14:16:05] <UncleSam> so we gotta be careful who we down
[2014-07-04 14:16:08] <UncleSam> and in what orrder
[2014-07-04 14:16:09] <GeneralSpoon> hmm
[2014-07-04 14:16:12] <Workstrike> yeah
[2014-07-04 14:16:15] <UncleSam> i doub tthere will be another five man alliance though
[2014-07-04 14:16:20] <UncleSam> most of the active/interested users
[2014-07-04 14:16:20] <GeneralSpoon> what if one or two of us made a plinter alliance
[2014-07-04 14:16:21] <UncleSam> are here
[2014-07-04 14:16:26] <Celever> lol
[2014-07-04 14:16:29] <Celever> that's true
[2014-07-04 14:16:31] <UncleSam> pokeguynxb and lady salamence
[2014-07-04 14:16:34] <GeneralSpoon> like let's say well not me because I've so many enemies among other players
[2014-07-04 14:16:36] <UncleSam> wont be joining any mega alliance
[2014-07-04 14:16:37] <Celever> I can't see Pokéguy or s_aman doing much
[2014-07-04 14:16:37] <UncleSam> anytime soon
[2014-07-04 14:16:41] <Celever> nor lady salamence
[2014-07-04 14:16:43] <GeneralSpoon> actually a lot of us have enemies among other players
[2014-07-04 14:16:44] <UncleSam> idk about s_aman no clue who that is
[2014-07-04 14:16:49] <UncleSam> maybe zorbees and mills

[2014-07-04 14:16:50] <GeneralSpoon> so it'd be hard to make a fake alliance
[2014-07-04 14:16:50] <UncleSam> do something
[2014-07-04 14:16:52] <Celever> yeah me neither
[2014-07-04 14:16:56] <Celever> but he failed hard at Bassgame
[2014-07-04 14:16:58] <UncleSam> ya gspoon lets not bother
[2014-07-04 14:16:59] <Celever> so I assume he's bad
[2014-07-04 14:16:59] <Celever> lol
[2014-07-04 14:17:02] <UncleSam> at trying to con people
[2014-07-04 14:17:04] <UncleSam> with fake alliances
[2014-07-04 14:17:08] <UncleSam> we can power our way through this game
[2014-07-04 14:17:11] <Workstrike> zorbees and mills are probably the only major threats
[2014-07-04 14:17:15] <GeneralSpoon> this time the idea would be that we just act like its an alliance
[2014-07-04 14:17:17] <Workstrike> but they're already behind the 8-ball
[2014-07-04 14:17:20] <Celever> ^
[2014-07-04 14:17:23] <GeneralSpoon> but they focus on enemies of this alliance
[2014-07-04 14:17:25] <Celever> ruffles too many feathers
[2014-07-04 14:17:29] <Celever> totally destroys our standing
[2014-07-04 14:17:34] <UncleSam> imo
[2014-07-04 14:17:35] <GeneralSpoon> well the idea was
[2014-07-04 14:17:37] <UncleSam> we just get people
[2014-07-04 14:17:38] <Celever> btw I could contact Pokeguy and ask him about his info
[2014-07-04 14:17:40] <GeneralSpoon> we'd be kind of illuminati
[2014-07-04 14:17:41] <UncleSam> to target their enemies
[2014-07-04 14:17:41] <Celever> I'm sure he'd talk to me
[2014-07-04 14:17:42] <GeneralSpoon> hmm
[2014-07-04 14:17:44] <UncleSam> that they have in common with us
[2014-07-04 14:17:45] <GeneralSpoon> maybe in a bigger game
[2014-07-04 14:17:51] <GeneralSpoon> us being illuminati would be something to consider
[2014-07-04 14:17:59] <UncleSam> friendly guy unclesam for example comes to agent orange with info on agent yellow
[2014-07-04 14:18:01] <GeneralSpoon> but yeah we can just gun them down in a small game
[2014-07-04 14:18:14] <UncleSam> we just use them to do random damage to each other
[2014-07-04 14:18:22] <UncleSam> zorbees is here
[2014-07-04 14:18:23] <Workstrike> celever that's an interesting thought, he's probably not that big of a threat overall
[2014-07-04 14:18:24] <UncleSam> should i talk to him
[2014-07-04 14:18:36] <GeneralSpoon> as long as they dont' damage us while we damage others we're mostly good
[2014-07-04 14:18:36] <Workstrike> no real reason not to
[2014-07-04 14:18:37] <Celever> if you want
[2014-07-04 14:18:39] <Celever> oh god
[2014-07-04 14:18:40] <UncleSam> kk
[2014-07-04 14:18:44] <Celever> I want him to not be agent red
[2014-07-04 14:18:45] <Celever> SO MUCH
[2014-07-04 14:18:46] <Workstrike> although we might want to take whatever he says with a grain of salt
[2014-07-04 14:18:46] <GeneralSpoon> he might figure something otu if you don't talk to him
[2014-07-04 14:18:48] <UncleSam> ill add to logs doc
[2014-07-04 14:18:56] <Workstrike> if pokeguy is agent red
[2014-07-04 14:18:59] <Workstrike> i'll be sad :)
[2014-07-04 14:19:00] <Workstrike> *:(
[2014-07-04 14:19:01] <Celever> lol
[2014-07-04 14:19:03] <Celever> I'll PM him

[2014-07-04 14:19:08] <Celever> ask him if he can come onto IRC
[2014-07-04 14:19:31] <GeneralSpoon> celever wait
[2014-07-04 14:19:37] <GeneralSpoon> would you talk to poke or would US?
[2014-07-04 14:19:45] <Celever> I would
[2014-07-04 14:19:49] <Celever> unless you don't want me to..?
[2014-07-04 14:19:52] <Workstrike> having sam do all the talking is more ideal
[2014-07-04 14:19:54] <GeneralSpoon> if US then US should PM him as we would want to not put as many of us out there as possible
[2014-07-04 14:19:59] <GeneralSpoon> ywah what FS said
[2014-07-04 14:20:00] <Workstrike> now that i think about it
[2014-07-04 14:20:01] <UncleSam> its true
[2014-07-04 14:20:02] <GeneralSpoon> he's already out thee
[2014-07-04 14:20:05] <UncleSam> we dont want people to put together
[2014-07-04 14:20:07] <UncleSam> how many of us there are
[2014-07-04 14:20:09] <UncleSam> or who is with me
[2014-07-04 14:20:11] <GeneralSpoon> 2 + 2 = 4
[2014-07-04 14:20:12] <UncleSam> if im the public face
[2014-07-04 14:20:18] <UncleSam> ill pm pokeguy
[2014-07-04 14:20:39] <Celever> OK
[2014-07-04 14:20:40] <GeneralSpoon> "All right, what's 2 + 2?"
[2014-07-04 14:20:44] <GeneralSpoon> > "4"
[2014-07-04 14:20:44] <Celever> he'll open up really quick IMO
[2014-07-04 14:20:45] <Celever> so...
[2014-07-04 14:21:04] <Workstrike> yeah i suspect he'll either tell us everything he has from the get go
[2014-07-04 14:21:04] <UncleSam> im not averse to other people doing negotiating at all
[2014-07-04 14:21:05] <Celever> should be an easy target
[2014-07-04 14:21:06] <Celever> :p
[2014-07-04 14:21:07] <UncleSam> just its slightly better
[2014-07-04 14:21:11] <Workstrike> or clam up and tell us nothing :P
[2014-07-04 14:21:15] <UncleSam> if one person does the negotiating
[2014-07-04 14:21:26] <UncleSam> so that no one can figure out just based on convos with others
[2014-07-04 14:21:30] <UncleSam> who is in the alliance and who isnt
[2014-07-04 14:21:32] <Celever> yeah I understand completely
[2014-07-04 14:21:36] <GeneralSpoon> zorbees or billy could put it together
[2014-07-04 14:21:41] <Celever> I wasn't planning on talking to billy or zorbees or anyone
[2014-07-04 14:21:44] <UncleSam> ill add everything to logs doc
[2014-07-04 14:21:52] <UncleSam> please keep up to date on it guys
[2014-07-04 14:21:53] <GeneralSpoon> even from 2nd hand information they coudl put it together
[2014-07-04 14:22:15] <Workstrike> i haven't talked to anyone to have logs from
[2014-07-04 14:22:17] <Workstrike> lol
[2014-07-04 14:22:29] <Workstrike> unless you want me to c/p the logs from here :P
[2014-07-04 14:23:23] <UncleSam> actually logs form here wouldnt be bad to have someplace
[2014-07-04 14:23:26] <UncleSam> but not in the logs doc
[2014-07-04 14:23:28] <UncleSam> maybe in a separate doc
[2014-07-04 14:23:33] <UncleSam> just titled #starwars
[2014-07-04 14:25:02] <UncleSam> ok
[2014-07-04 14:25:03] <UncleSam> created it
[2014-07-04 14:25:04] <UncleSam> emails
[2014-07-04 14:25:12] <UncleSam> sadly it cut off like 200 lines up
[2014-07-04 14:25:13] <GeneralSpoon> travis.vanoverbeke2@gmail.com

[2014-07-04 14:25:16] <UncleSam> so i dont have everything
[2014-07-04 14:25:23] <GeneralSpoon> that's fine I'll just
[2014-07-04 14:25:29] <GeneralSpoon> dump my txt file of logs into it
[2014-07-04 14:25:34] <UncleSam> kk
[2014-07-04 14:25:38] <UncleSam> feel free to delete what i put there
[2014-07-04 14:25:43] <UncleSam> or just create a pastebin
[2014-07-04 14:25:54] <UncleSam> tbh its not a huge deal the logs from here arent that informative
[2014-07-04 14:26:02] <Workstrike> thenascardelaney@hotmail.com
[2014-07-04 14:26:07] <Workstrike> nice to have them though
[2014-07-04 14:26:09] <Celever> jjcelever@gmail.com
[2014-07-04 14:26:11] <Workstrike> just in case
[2014-07-04 14:26:52] <UncleSam> k added
[2014-07-04 14:27:01] <UncleSam> everything since 12:33 pm is there
[2014-07-04 14:27:06] <UncleSam> stuff before that cut off though
[2014-07-04 14:27:15] <UncleSam> so last three hours of this four hour old alliance
[2014-07-04 14:27:19] <UncleSam> are there xD

[15:31]	GeneralSpoon	shoved my logs in there
[15:31]	UncleSam	well
[15:31]	UncleSam	zorbees and i talked about fire emblem
[15:31]	UncleSam	for a while
[15:32]	UncleSam	then he said he didnt wanna talk about space war
[15:32]	UncleSam	atm
[15:32]	UncleSam	X_X
[15:32]	UncleSam	if anyone wants to see the fe logs just go to file=>see revision history
[15:32]	UncleSam	but they arent very interesting
[15:32]	Workstrike	i don't think there's much from before gs joined, just sam and i continuing our pm chat and then discussing whether gs would work as an ally
[15:32]	Workstrike	lol
[15:32]	Workstrike	ooh fe
[15:32]	Workstrike	i like fe
[15:32]	Celever	lol
[15:32]	Celever	I should really play FE sometime
[15:32]	Celever	:/
[15:32]	UncleSam	lol
[15:33]	UncleSam	flamestrike do you have
[15:33]	UncleSam	fe9 japanese iso
[15:33]	UncleSam	by any chance
[15:33]	Workstrike	afraid not :(
[15:33]	UncleSam	ive been looking everywhere for it but cant find it
[15:33]	UncleSam	us hard mode is way too easy qq
[15:33]	Workstrike	i own the actual game but no iso
[15:33]	Workstrike	well no japanese
[15:33]	UncleSam	ya i own the us version
[15:33]	Workstrike	american
[15:33]	UncleSam	its so easy though
[15:33]	Workstrike	right in 9 they have the easy hard mode
[15:33]	Workstrike	then in 10 they try to convince you it's the easy hard mode
[15:33]	UncleSam	the jap version has maniac mode
[15:33]	Workstrike	but it's not
[15:33]	Workstrike	lol

[15:34]	UncleSam	which is actually hard
[15:34]	GeneralSpoon	FE 9 hard mode so easy
[15:34]	UncleSam	:'(
[15:34]	UncleSam	brings a tear to my eye
[15:34]	Celever	OK I'm going to BRB
[15:34]	Celever	srry
[15:34]	Celever	D:
[15:34]	Celever	cya
[15:34]	*	Celever is now known as Celaway
[15:34]	UncleSam	Y U NOT ONLINE ALWAYS
[15:34]	UncleSam	xD
[15:34]	Celaway	lol
[15:35]	Workstrike	i need start trying some of the hard modes
[15:35]	Celaway	;O;
[15:35]	Workstrike	lol
[15:35]	UncleSam	you ever played fe9 hard?
[15:35]	Workstrike	i've beaten all of the english games on normal except for radiant dawn
[15:35]	Workstrike	no
[15:35]	GeneralSpoon	FE 11 H5 and FE 12 Lunatic mode are actually hard
[15:35]	UncleSam	its basically
[15:35]	UncleSam	normal mode
[15:35]	UncleSam	lol
[15:35]	UncleSam	with a 100x harder ashnard fight
[15:35]	UncleSam	but thats it
[15:35]	GeneralSpoon	FE 5 iirc has no difficulty selection
[15:35]	Workstrike	i start with normal playthroughs and work my way up, unfortunately the only game i've played more than one is fe 11 XD
[15:35]	GeneralSpoon	and is set to Unfair Mode
[15:35]	Workstrike	*once
[15:35]	Workstrike	ah fe 5
[15:36]	UncleSam	ive only ever played fe9
[15:36]	Workstrike	good old leif/leaf/whatever
[15:36]	UncleSam	i wanna play fe10 though
[15:36]	GeneralSpoon	Leaf
[15:36]	Workstrike	such an awful, awful lord
[15:36]	Workstrike	lol
[15:36]	GeneralSpoon	Leaf sucked
[15:36]	GeneralSpoon	but he gave everybody support
[15:36]	GeneralSpoon	by standing next to them
[15:36]	UncleSam	do supports only work
[15:36]	UncleSam	if standing adjacent
[15:36]	Workstrike	i haven't played any of the japanese ones, but i've read let's plays
[15:36]	GeneralSpoon	I think its nearby
[15:36]	Workstrike	no, support bonuses are three tiles away
[15:36]	UncleSam	kk i wasnt sure
[15:36]	Workstrike	bond crits are adjacent only though
[15:37]	UncleSam	i dont think fe9 had those
[15:37]	GeneralSpoon	supports in non-GBA FE games worked differently
[15:37]	GeneralSpoon	than GBA FE supports
[15:37]	GeneralSpoon	oh and FE 9 supports

[15:37]	GeneralSpoon	which were like GBA supports
[15:37]	GeneralSpoon	and like FE 13 supports
[15:37]	Workstrike	yeah the fe9 supports were fairly similar to the gba supports, with some minor differences on how to gain support points
[15:38]	Workstrike	fe10 changed it a fair deal
[15:38]	Workstrike	11 didn't have them
[15:38]	Workstrike	and then 13 changed it a fair bit as well (everyone supports with everyone! woo!)
[15:38]	GeneralSpoon	I think Marth provided supports with proximity in FE 11
[15:38]	UncleSam	ok lets take bets on who agent red is
[15:38]	GeneralSpoon	like how characters did in FE 5
[15:38]	GeneralSpoon	no convos though
[15:38]	UncleSam	i think given how lucky weve been thus far
[15:38]	Workstrike	oh, yeah now that you mention it i think you're right
[15:38]	UncleSam	agent red is going to be pokeguy
[15:39]	GeneralSpoon	I hope its pokeguy
[15:39]	GeneralSpoon	and that he can not blab
[15:39]	UncleSam	tbh i want it to be lady salamence
[15:39]	GeneralSpoon	hmm
[15:39]	Workstrike	ideally it's billymills
[15:39]	UncleSam	someone who just politely is active follows orders and wins with us
[15:39]	GeneralSpoon	she wouldn't blab
[15:39]	UncleSam	ya ideally billymills
[15:39]	UncleSam	he has no other options now
[15:39]	GeneralSpoon	billy is smart enough to not handicap himself
[15:39]	Workstrike	but allowing four of the five experienced users in the game to ally together with no drawbacks
[15:39]	UncleSam	if zorbees truly has no other options im ok with adding him i guess
[15:39]	GeneralSpoon	and go wtih a way to win
[15:39]	Workstrike	feels like a bad idea for aska lol
[15:40]	UncleSam	but im very hesitant
[15:40]	UncleSam	aska mighta assumed iw ould be afk
[15:40]	UncleSam	since i didnt express much interst itg
[15:40]	GeneralSpoon	zorbees might sell out information on our alliance to coordinate a kill
[15:40]	*	askaninjask :No such server
[15:40]	GeneralSpoon	allowing him to leave the game sooner
[15:40]	UncleSam	ya
[15:40]	UncleSam	i dont trust zorbees at all
[15:40]	UncleSam	even if he is agent red
[15:40]	UncleSam	imo dont givehim sheet
[15:40]	GeneralSpoon	billymills would realize that this option exists, but I don't think he'd take it unless he felt he had to to win
[15:40]	Workstrike	i wouldn't mind cooperating with zorbees, but yeah don't let him into the alliance proper
[15:41]	UncleSam	ya billymills wouldnt sell us out
[15:41]	UncleSam	unless someone was annoying him
[15:41]	UncleSam	still i hope its lady salamence
[15:42]	GeneralSpoon	if it was billy that'd be one less person to agitate the others
[15:42]	GeneralSpoon	so I'd prefer billy
[15:42]	UncleSam	billy hasnt seemed interested in this
[15:42]	UncleSam	vs in bassgame

[15:43]	UncleSam	i think he assumes no one is going to try to win
[15:43]	UncleSam	and he will be able to just muck around and then win with someone
[15:44]	UncleSam	oh btw
[15:44]	UncleSam	what order were enemies listed
[15:44]	UncleSam	in your guys pms
[15:44]	UncleSam	maybe we can derive some info from that
[15:44]	UncleSam	and make a chain
[15:44]	GeneralSpoon	Dear General Spoon,
[15:44]	GeneralSpoon	You are Agent Blue.
[15:44]	UncleSam	i listed mine in order already
[15:44]	GeneralSpoon	You own the ships: USS Fred, USS Arthur
[15:44]	GeneralSpoon	Your enemies are: Agent Brown, Agent Orange
[15:44]	GeneralSpoon	Your super-enemies are: Agent Pink, Agent Gray
[15:44]	*	Celaway is now known as Celever
[15:45]	Celever	Herro
[15:45]	UncleSam	hi
[15:45]	Workstrike	Your enemies are: Agent White, Agent Pink Your super-enemies are: Agent Brown, Agent Yellow
[15:45]	UncleSam	what order are your targets listed in celever
[15:45]	UncleSam	we are trying to make a chain
[15:45]	Celever	Your enemies are: Agent Gray, Agent Purple Your super-enemies are: Agent Black, Agent Orange
[15:45]	GeneralSpoon	list ship order too
[15:45]	GeneralSpoon	you never know
[15:45]	UncleSam	ok so from what i can see
[15:46]	UncleSam	mine is alphabetical
[15:46]	Workstrike	mine isn't
[15:46]	Celever	mine is too
[15:46]	UncleSam	mine is draco/nymphadora
[15:46]	Celever	it could just be a coincedence though
[15:46]	UncleSam	flamestrike you are
[15:46]	UncleSam	neville/alastor?
[15:46]	Celever	oh ship order
[15:46]	UncleSam	imo
[15:46]	Celever	You own the ships: USS Lily, USS Bellatrix
[15:46]	UncleSam	ya
[15:46]	UncleSam	aska musta just
[15:46]	Celever	^ nope mine aren't alphabetical
[15:46]	UncleSam	made the ships random
[15:46]	UncleSam	wouldnt make sense to have the ships be
[15:46]	UncleSam	ordered
[15:47]	UncleSam	in any way
[15:47]	UncleSam	but ok so
[15:47]	UncleSam	it looks like the enemies are always
[15:47]	UncleSam	mutual but the other order
[15:47]	UncleSam	so my first enemy is pink
[15:47]	UncleSam	but pink listed green as second
[15:47]	UncleSam	purple first
[15:47]	Workstrike	my ships are alphabetical
[15:48]	UncleSam	but flamestrike has pink as second

[15:48]	Workstrike	so alastor then neville
[15:48]	UncleSam	ya i dont think ship order
[15:48]	UncleSam	matters
[15:48]	UncleSam	enemy order m ight though
[15:48]	UncleSam	oh wait
[15:48]	UncleSam	we have two agent grays
[15:48]	UncleSam	listed second
[15:48]	UncleSam	fuk nvm
[15:48]	UncleSam	that wouldnt make sense if they were listed in an order
[15:49]	Celever	but
[15:49]	Celever	could be coincedence
[15:49]	UncleSam	im pretty sure if there was some order
[15:49]	UncleSam	to it
[15:49]	UncleSam	aska woulda written them in that order
[15:49]	Celever	but I think flamestrike has me listed first as his enemy
[15:49]	Celever	I have him second
[15:49]	Celever	maybe that could be a thing?
[15:49]	UncleSam	ye
[15:49]	UncleSam	i was thinking that
[15:49]	UncleSam	but
[15:49]	UncleSam	why would we have two agent grays
[15:49]	UncleSam	listed second
[15:49]	UncleSam	among supers
[15:50]	Celever	maybe that's just a thing for enemies
[15:50]	Celever	and not for super enemies
[15:50]	Celever	to throw us off! :o
[15:50]	UncleSam	lol
[15:50]	UncleSam	thats a stretch
[15:51]	UncleSam	tbh when we find agent red
[15:51]	UncleSam	i think it will fill in almost all the rest
[15:51]	UncleSam	it will fill in 6 blanks of the
[15:51]	UncleSam	9 remaining
[15:51]	UncleSam	wait that doesnt make sense
[15:51]	UncleSam	we musta missed one
[15:52]	Workstrike	i suspect that finding agent red could fill everything in through inferrence, but we'll see
[15:52]	UncleSam	oh nvm
[15:52]	UncleSam	there are
[15:52]	UncleSam	10 blanks
[15:52]	UncleSam	ok was gonna say there cant be an odd number of blanks lol
[15:53]	Workstrike	yeah i think if we get red then odds are we'll know everything
[15:54]	UncleSam	ya
[15:54]	UncleSam	it will fill in
[15:54]	UncleSam	two of the super enemy blanks
[15:54]	UncleSam	and four of the enemy blanks
[15:54]	UncleSam	which will consequently leave only two super enemy blanks
[15:54]	UncleSam	and two enemy blanks
[15:54]	Workstrike	which leaves the other two super blanks to be super enemies
[15:54]	UncleSam	which will obviously be one another
[15:54]	Workstrike	and the two enemy blanks

[15:54]	UncleSam	ya
[15:54]	Workstrike	yeah
[15:54]	UncleSam	so we just need agent red
[15:54]	UncleSam	to contact
[15:54]	Celever	Post that then Sam :p
[15:54]	Celever	but
[15:55]	UncleSam	i dont wanna let penguin know
[15:55]	Celever	if zorbees IS agent red
[15:55]	Celever	and sees that post
[15:55]	UncleSam	that im working against him
[15:55]	Celever	he will immediately go
[15:55]	Celever	or he probably won't claim
[15:55]	Celever	oh
[15:55]	UncleSam	no need to call out publicly
[15:55]	Celever	should someone else ask for him?
[15:55]	UncleSam	and tell anyone whats up
[15:55]	UncleSam	nah
[15:55]	UncleSam	i will talk to peopl eindividually
[15:55]	UncleSam	theres only five left
[15:55]	GeneralSpoon	if we call out publicly then
[15:55]	GeneralSpoon	people will realize "oh shit there's an alliance"
[15:55]	UncleSam	theres really no benefit to letting people know anything publicly
[15:55]	Celever	oh yeah, true
[15:55]	UncleSam	best to just pretend we are clueless
[15:55]	UncleSam	about whats going on
[15:56]	UncleSam	except WTF SHIPS ARE BURNING NIGHTLY WTF
[15:57]	Celever	oh right I have one thing to ask, actually
[15:57]	Celever	in the rules it says
[15:57]	Celever	"enemies earn you 1 point, and super-enemies earn you 1.5"
[15:57]	Celever	but you need 6 to win
[15:57]	Celever	so destroying all of your enemies only earns you 5
[15:57]	Celever	?
[15:57]	UncleSam	no
[15:57]	UncleSam	two ships
[15:57]	UncleSam	per enemy
[15:58]	UncleSam	so 10 total
[15:58]	Celever	OH
[15:58]	Celever	ok
[15:58]	UncleSam	thats why you and flame can sink one of each others ships if need be
[15:58]	Celever	thanks for clearing that up for me 9.9
[15:58]	UncleSam	(as a last resort obv)
[15:58]	Celever	yeah
[15:58]	UncleSam	if somehow a super enemy wins
[15:58]	UncleSam	(which they wont)
[15:58]	Celever	lol#
[15:58]	Celever	*lol
[15:59]	GeneralSpoon	please don't let an enemy super win
[15:59]	GeneralSpoon	that'd be bad for me :(
[16:00]	UncleSam	i mean how could they
[16:00]	UncleSam	talking to lady salamence

[16:00]	UncleSam	atm
[16:00]	Celever	inb4 agent gray
[16:00]	Workstrike	woo, one step closer to a perfect sheet :D
[16:01]	Celever	^~^
[16:02]	UncleSam	lady salamence must be red
[16:02]	Celever	wow
[16:03]	Celever	that was easy
[16:03]	Celever	0.O
[16:03]	GeneralSpoon	does the information she gave you check out?
[16:04]	Celever	I'm OK with working with salamence then
[16:04]	Celever	Post the log so far please D:
[16:05]	GeneralSpoon	imma assume the info is checking out
[16:05]	UncleSam	log added
[16:05]	UncleSam	it checks i think?
[16:05]	UncleSam	soon as she said yellow gray
[16:05]	UncleSam	i was pretty sure
[16:05]	Workstrike	yeah that all seems to work out with what we have
[16:05]	Celever	on the enemy speculation
[16:06]	Celever	we have agent pink as agent red's enemy
[16:06]	GeneralSpoon	perfect
[16:06]	GeneralSpoon	5-man band
[16:06]	Workstrike	yeah, the one thing we know about red checks out with what she said
[16:06]	GeneralSpoon	I call the vocals
[16:06]	*	You've invited ladysalamence to #starwars (envy.il.us.synirc.net)
[16:06]	*	UncleSam invited ladysalamence into the channel.
[16:06]	Workstrike	i'll play drums
[16:07]	*	**ladysalamence** (~cgiirc@synIRC-F81E9DB7.buffalo.res.rr.com) has joined #starwars
[16:07]	-ChanServ-	**ladysalamence** added to #starwars SOP list.
[16:07]	Celever	hi salamence
[16:07]	UncleSam	lady salamence can i have your email
[16:07]	ladysalamence	Hey there
[16:07]	GeneralSpoon	why don't you give people sops before inviting?
[16:07]	UncleSam	i will add you to our sheet and docs
[16:07]	UncleSam	with all our logs
[16:07]	UncleSam	i gave her sops
[16:07]	ladysalamence	ladysalamence@gmail.com
[16:07]	UncleSam	she has to ns update though
[16:07]	GeneralSpoon	./ns update
[16:07]	UncleSam	we need your ship names
[16:07]	UncleSam	first though
[16:07]	UncleSam	since we have all of ours on there
[16:07]	ladysalamence	Not id'd, don't want auto join to activate
[16:08]	UncleSam	well the nick ladysalamence has sops in this chan now
[16:08]	ladysalamence	Let me open up my email hold on
[16:08]	ladysalamence	Yeah thanks
[16:08]	UncleSam	can we have your ship names so that
[16:08]	UncleSam	i can add you
[16:08]	UncleSam	to the sheet
[16:08]	UncleSam	since all of ours are on there already
[16:08]	Celever	I think he's getting he meant his PMs

[16:08]	UncleSam	ah
[16:09]	UncleSam	i thought email meant opening up google docs
[16:09]	Celever	well it does too
[16:09]	Celever	so who know's
[16:09]	Celever	also my grammar and sentence structure is poor rn
[16:09]	Celever	jesus ._.
[16:09]	UncleSam	but i dont feel 100% comfortable adding her to the sheet until we know her ships as well
[16:09]	Celever	yeah
[16:09]	Celever	mt
[16:09]	GeneralSpoon	[15:06] Celever also my grammar and sentence structure is poor rn
[16:09]	Celever	otherwise she could just grab our ships and run
[16:09]	Celever	D:
[16:09]	GeneralSpoon	its porn?
[16:09]	UncleSam	lol
[16:10]	GeneralSpoon	she said she's not stable so maybe she's pinging out atm
[16:10]	*	Ping reply from envy.il.us.synirc.net: 0.28 second(s)
[16:10]	UncleSam	hmm ya
[16:10]	UncleSam	ping reply from her is 5 seconds
[16:10]	UncleSam	ping reply from server less than .5
[16:10]	ladysalamence	Hi yes sorry
[16:10]	ladysalamence	Mobile email is weird as shit
[16:11]	UncleSam	can i have your ship names
[16:11]	ladysalamence	Yea
[16:11]	ladysalamence	Hermonie, Severus
[16:11]	UncleSam	kk
[16:11]	GeneralSpoon	welcome aboard captain
[16:11]	ladysalamence	Cant spell the first one for shut
[16:11]	GeneralSpoon	watch your head
[16:11]	ladysalamence	Thanks iPod
[16:11]	UncleSam	added you
[16:11]	UncleSam	to everything
[16:11]	UncleSam	you can check out the sheet etc
[16:11]	UncleSam	ill just add her to the current convo
[16:12]	UncleSam	we have a logs doc
[16:12]	UncleSam	of all the convos ive had thus far
[16:12]	UncleSam	a sheet
[16:12]	UncleSam	with all the info
[16:12]	UncleSam	and a #starwars pastebin for the logs in this chan
[16:12]	ladysalamence	Impressive
[16:13]	ladysalamence	All organized and shit
[16:13]	GeneralSpoon	don't go banding that we're an allianc
[16:13]	GeneralSpoon	e
[16:13]	Celever	yeah we're secret
[16:13]	Celever	!_!
[16:13]	Celever	don't even say that you know of an alliance
[16:13]	ladysalamence	So I was told
[16:13]	Celever	or anything like that
[16:13]	Celever	lol
[16:13]	UncleSam	so ya we can all win together

[16:13]	UncleSam	ladysalamence our plan atm
[16:13]	GeneralSpoon	oh we should figure out her upgrades too
[16:13]	UncleSam	is to have one go emps (me) one spies (celever)
[16:13]	UncleSam	and others go personal
[16:13]	UncleSam	with everyone taking at least one point in each
[16:14]	GeneralSpoon	blaster upgrades are useless to this alliance
[16:14]	ladysalamence	I already sent in upgrades :/
[16:14]	UncleSam	so youd go 4 personal upgrades 1 emp upgrade 1 spies upgrade
[16:14]	GeneralSpoon	because we can just down shields
[16:14]	UncleSam	can you change it
[16:14]	ladysalamence	I imagine so?
[16:14]	GeneralSpoon	it can be changed
[16:14]	ladysalamence	I'll sent
[16:14]	UncleSam	ya just pm aska
[16:14]	ladysalamence	Send in a pm
[16:14]	UncleSam	to upgrade 4 personal 1 emp 1 spies
[16:14]	ladysalamence	Fucking iPod
[16:14]	UncleSam	ok
[16:14]	ladysalamence	Brb IRL shut
[16:14]	UncleSam	ill add you to our
[16:14]	UncleSam	convo
[16:14]	GeneralSpoon	there's no point to more than one of us going max spies
[16:14]	UncleSam	on the forums
[16:14]	UncleSam	ya
[16:14]	GeneralSpoon	they will become obsolete after early game mostly
[16:14]	UncleSam	lady salamence will max personal with 1 emp 1 spies
[16:15]	UncleSam	we just need one with max spies
[16:15]	UncleSam	so we can get inspects off on the personal maxes
[16:15]	GeneralSpoon	after that its more EMPs or shields
[16:15]	UncleSam	mostly shields imo
[16:15]	UncleSam	we wanna maybe get hit randomly for upgrades early but not take too much damage
[16:16]	UncleSam	dont want a lucky rand killing a ship
[16:16]	UncleSam	that we dont anticipate
[16:16]	ladysalamence	So I pm aska 4 perso, 1 emp, 1spy?
[16:16]	UncleSam	ya
[16:16]	UncleSam	thats great ty
[16:17]	UncleSam	the plan atm is to down one ship a cycle
[16:17]	UncleSam	and build forcefield upgrades from our blaster hits
[16:17]	ladysalamence	Right
[16:17]	GeneralSpoon	since many of us will already have high personal
[16:18]	ladysalamence	Gonna go explore the google doc stuff
[16:18]	GeneralSpoon	it will be tricky EMPing our shields down
[16:18]	ladysalamence	Brb/bbl
[16:18]	UncleSam	added you to the
[16:18]	UncleSam	convo
[16:18]	UncleSam	ls
[16:18]	UncleSam	it has all of our current night plans in it
[16:18]	ladysalamence	I'll check that soon yeah
[16:18]	UncleSam	ok so the sheet should be filled now

[16:18]	UncleSam	with all the enemies
[16:19]	UncleSam	ok cool
[16:20]	UncleSam	we know all enemies now
[16:20]	GeneralSpoon	that's a nice complete sheet
[16:20]	Workstrike	and it took us... 5 hours and 15 minutes?
[16:20]	GeneralSpoon	knowing all enemy things opens up lots of options
[16:20]	UncleSam	yep
[16:20]	UncleSam	^_^
[16:20]	UncleSam	we can negotiate now
[16:20]	UncleSam	with various middling people
[16:20]	UncleSam	to hit each other
[16:20]	UncleSam	soon as we have ship info from spies
[16:20]	GeneralSpoon	"hey you know X ship belongs to color"
[16:20]	UncleSam	i can claim to randos
[16:20]	UncleSam	that x ship is x color from my spies
[16:20]	UncleSam	in exchange for maybe their spy info
[16:21]	UncleSam	or something
[16:21]	UncleSam	we should be able to get all ships pretty quickly
[16:21]	GeneralSpoon	"wow that's very helpful information; that ship belongs to my super enemy"
[16:21]	UncleSam	certainly by c3
[16:21]	GeneralSpoon	"ty very much US I will shoot it now"
[16:21]	UncleSam	^_^
[16:21]	UncleSam	in the meantime
[16:21]	UncleSam	who should first rands be
[16:21]	UncleSam	imo we dont try to con anyone out of ships now
[16:21]	UncleSam	cause everyone left is an enemy
[16:22]	UncleSam	theres no bad rands
[16:22]	Workstrike	he who must not be
[16:22]	Workstrike	must be randed
[16:22]	UncleSam	yep
[16:22]	Workstrike	and murdered if possible
[16:22]	Celever	[2014-07-04 13:09:22] <Workstrike> celever idk, i didn't like how he played in smogon mafia mafia
[16:22]	Workstrike	name is too long
[16:22]	Celever	^ yeah I played awfully in that game
[16:22]	Celever	lolk
[16:22]	Celever	*lol
[16:22]	Celever	anyway
[16:22]	UncleSam	im glad you read the doc enough
[16:22]	UncleSam	to find that
[16:22]	UncleSam	^_^
[16:22]	GeneralSpoon	Sirius should be randed imo
[16:22]	Celever	>_>
[16:22]	ladysalamence	I play excellently in all my mafias
[16:22]	GeneralSpoon	because
[16:22]	ladysalamence	I even got blacklisted
[16:22]	GeneralSpoon	its the name of a dorm I lived in for 3 years
[16:22]	UncleSam	lol
[16:22]	Celever	lol

[16:22]	UncleSam	we have what
[16:23]	UncleSam	5 spies rands
[16:23]	UncleSam	and one kill rand
[16:23]	UncleSam	?
[16:23]	Workstrike	yeah
[16:23]	GeneralSpoon	James should be randed because
[16:23]	GeneralSpoon	this is a game with Agents
[16:23]	Celever	James is such a boring name
[16:23]	UncleSam	im down to rand james
[16:23]	UncleSam	voldemort should be kill imo
[16:23]	UncleSam	cause name too long
[16:23]	Celever	and I have a rival on another site who's previous name was james[numbers]
[16:23]	GeneralSpoon	Molly should be raned because who was molly in HP anyways?
[16:23]	Celever	so I want to rand him pls
[16:23]	Celever	:p
[16:23]	ladysalamence	Yeah he's ruining the spreadsheet
[16:23]	GeneralSpoon	harry potter btw, not lovecraft
[16:23]	UncleSam	molly weasley
[16:23]	GeneralSpoon	yeah randkill voldy
[16:24]	Workstrike	molly was ron's mom
[16:24]	ladysalamence	Killing a ship just because of a name
[16:24]	Workstrike	lol
[16:24]	ladysalamence	Watch it be one of Billy's
[16:24]	UncleSam	LOL
[16:24]	Workstrike	that would be amusing
[16:24]	GeneralSpoon	haha
[16:24]	UncleSam	we needa find and murder billy
[16:24]	UncleSam	and zorbees
[16:24]	UncleSam	asap
[16:24]	Workstrike	we weren't trying to nametarget billy, we swear!
[16:24]	UncleSam	they are the only real threats to us imo
[16:24]	UncleSam	inc billyroll
[16:24]	Celever	well yeah obvo
[16:24]	UncleSam	btw ladys we agreed i would do the negotiating so that
[16:25]	Celever	s_aman and pokeguy can't really do much
[16:25]	Celever	lol
[16:25]	UncleSam	no one knows who else is in the alliance
[16:25]	ladysalamence	K
[16:25]	UncleSam	no one else knows*
[16:25]	UncleSam	wow
[16:25]	UncleSam	so ya if someone comes to you
[16:25]	UncleSam	just say like
[16:25]	UncleSam	im playing this one cautiously
[16:25]	Celever	I want to randkill James, js
[16:25]	Celever	that's my vote
[16:25]	UncleSam	im fine with randkilling james
[16:25]	UncleSam	its nbd
[16:25]	Celever	\o/
[16:25]	Celever	also
[16:25]	Celever	If one of billy or zorbees is being a real pest

[16:26]	Celever	could we claim our enemies like you?
[16:26]	Celever	orange and pink
[16:26]	ladysalamence	My whole plan originally was to go full blasters and just shoot whatever I felt like lol
[16:26]	UncleSam	id prefer not
[16:26]	Celever	I've seen that work before
[16:26]	ladysalamence	This is significantly better
[16:26]	Celever	lol
[16:26]	UncleSam	ya in an alliance
[16:26]	Celever	Same
[16:26]	UncleSam	we dont need to upgrade blasters
[16:26]	UncleSam	just stun gun whoe ver we target
[16:26]	ladysalamence	Focus fire
[16:26]	UncleSam	and then pewpew with slingshots
[16:26]	Celever	I was just going to fire at people I didn't like the name of their ships
[16:26]	Celever	;)
[16:26]	UncleSam	until they die
[16:26]	UncleSam	slingshot does as much damage as a blaster does
[16:27]	UncleSam	if they have no forcefield
[16:27]	UncleSam	oh ya we should update
[16:27]	UncleSam	lvl info
[16:27]	UncleSam	following our plan
[16:27]	GeneralSpoon	I already updated mine
[16:27]	Celever	brb for just a sec
[16:28]	UncleSam	k did it
[16:28]	Workstrike	i figured we'd wait until c1 and confirmed that stuff happened as planned, but it's not like anyone can fuck with upgrading lol
[16:28]	UncleSam	ya
[16:28]	UncleSam	theres no actions
[16:28]	UncleSam	this cycle
[16:28]	UncleSam	for god knows what reason
[16:29]	GeneralSpoon	wait
[16:29]	GeneralSpoon	but what about the hidden wolf
[16:29]	GeneralSpoon	!
[16:29]	UncleSam	lol
[16:29]	GeneralSpoon	"You are the Deathstar"
[16:29]	ladysalamence	We're killing voldy soon, don't worry
[16:29]	ladysalamence	Rofl the death star
[16:29]	GeneralSpoon	"You have 100 hp, and win if all other ships are destroyed"
[16:29]	ladysalamence	"You are Bella"
[16:29]	UncleSam	we know all win cons now
[16:30]	UncleSam	no wolfys here
[16:30]	GeneralSpoon	I actually read a rationalist twilight fanfiction somewhat recently
[16:30]	GeneralSpoon	it was pretty decent
[16:30]	ladysalamence	Secret player not on playerlist
[16:30]	ladysalamence	Checkmate sam
[16:30]	GeneralSpoon	^
[16:30]	UncleSam	:(
[16:30]	GeneralSpoon	the secret player is Alchemator
[16:31]	UncleSam	loool

[16:31]　　　　　GeneralSpoon　　　　that'd be awesome
[16:31]　　　　　UncleSam　　yo spoon
[16:31]　　　　　UncleSam　　the logs ran off the top for me again
[16:31]　　　　　UncleSam　　X_X
[16:32]　　　　　GeneralSpoon　　　　get a real client that logs for you
16:29　UncleSam　　nvm
16:29　GeneralSpoon　I'm not doing this again
16:29　UncleSam　　your hour is off
16:29　UncleSam　　by one
16:29　UncleSam　　from mine
16:29　UncleSam　　updated it
16:32　Celever back
16:32　ladysalamence　Alright well, I got stuff to do. I'm going to head off, but I'll try to increase my activity on IRC for this channel/team, alright?
16:33　Celever ok
16:33　Celever see you later/tomorrow
16:33　Celever ^_^
16:33　ladysalamence　Yeah
16:33　ladysalamence　I'm glad that this channel is full of people who are not a bother to work with
16:33　ladysalamence　See you all
16:34　GeneralSpoon　bye
16:34　Celever wow
16:34　Celever that's the first time I'm "not a bother to work with" in a while
16:34　Celever lol