



Forum: Challenges & Duels

Topic: Heromorph + C2F team competition rules

Subject: Hey, at least its still up.

Posted by: Brick

Posted on: 2004/6/26 23:39:34

Hard and fast rules don't seem to be sticking that well, and why should they? Its a grand experiment to begin with.

12 vs. 9 is not a huge deficit to overcome, In fact its a _pretty good turnout_ first time out of the box. Lets just skate with who we have. Lets keep the deadline open until we get the ball rolling, at least that way we can still play the game and the given momentum will give our fearless leaders a better estimate of the finnish line.

Once a deadline is decided, anybody who joins late is not uninvited, just late.

Howzat sound?