Ask a Game Manager

*Host: greenfelt (**22nd Fleet**)*

Room Two • Session 2

[22] greenfelt 2/20/2021, 11:00:42 AM

Hello, everyone, and welcome to Khitomer's first ever "Ask a GM" Session. Have you ever been to a convention with a panel of your favorite actors and producers? Well, I'm sorry we weren't able to book Sir Patrick Stewart or Kate Mulgrew. Maybe next year…

I digress. My apologies. What we have done is assembled a few panelists for you to answer audience questions that you've always wanted to ask a Game Manager (GM) / Commanding Officer (CO). Before we introduce our panel, I want to establish a couple ground rules.

1️⃣ Please do not ask your questions in here. This isn't because we don't want your questions, but because we don't want the room suddenly flooded and then we accidently overlook a question. If you would like to ask the panel a question, please PM it to me and I'll do my best to add it to the queue.

2️⃣ Because Khitomer is a fleet-neutral event, we won't entertain questions about why someone left a fleet, why we should choose one particular fleet over another, or any other questions regarding fleets. This is not a forum for those kinds of discussions.

3️⃣ Because this is a Q&A session, this panel might play out more as an interview than a regular discussion. You're welcome to provide constructive feedback to panelist answers. We understand that not everyone may agree with a question, or the answers given by the panel, but this is not a place to start flame wars or personal attacks.

Most importantly, we hope everyone enjoys this session. As mentioned before, this is something new to Khitomer, and we're not entirely sure how this is going to play out. Please bear with us as we proceed, especially since we may be working out a few kinks while we're live…

Let's meet our panelists. First, we have joining us from the session right before ours… SteveClaypole! Steve, for those who are just joining us, tell us a little bit about yourself.

@SteveClaypole?

Well, he did just do a whole panel. Let's go on to the rest of the group. Next, allow me to introduce Sprite! Tell us a little bit about yourself.

[22] Sprite 2/20/2021, 11:03:33 AM

I'm Sprite. I've been simming since 2011. I have played in several Star Trek sims. Currently I'm a player in two Firefly sims and I'm the GM of a 22nd Fleet sim set in the Dragon Age setting that I started in September. So I'm a newly hatched GM.

[22] greenfelt 2/20/2021, 11:03:49 AM

Our final panelist, and my backup host should I have to disappear suddenly for some reason (gotta love fatherhood) is Aio! Aio, give us a quick intro.

aio 2/20/2021, 11:03:57 AM

Hello.

😁

[PF] Amethyst 2/20/2021, 11:04:08 AM

LOL

Rich 2/20/2021, 11:04:10 AM

hola

[PF] AlexM 2/20/2021, 11:04:17 AM

That was certainly quick.

[16th/GEC] SteveClaypole 2/20/2021, 11:04:18 AM

I'm Steve and i've been simming around 20 years. Finally took the plunge and started GM'ing about 5-6 years ago. I've had a fair amount of success running my own sims and a few hiccups on the way (It happens!). I currently run sims in Zodiac Fleet and Gamma Exploration Command. I've been an avid Star Trek fan for as long as I can remember. This is my first panel so be gentle! Let's get this show on the road!

Again, lol

aio 2/20/2021, 11:04:33 AM

I'm aio, I've been around a while, hopefully my reputation is one of joy!

[22] greenfelt 2/20/2021, 11:04:37 AM

Lol

All right, let's begin. Our first question to the panelists is one to show everyone that this panel really does mean business. From our audience:

I love to write, and my players say that they do as well, but I often struggle to get them to get online and tag. Am I doing something wrong, or is there something I can do to motivate them?

[22] Sprite 2/20/2021, 11:05:27 AM

Think about giving each character a hook or a personal stake in the current mission, so each PC has a goal to work toward, a problem the character can solve, or something they want to accomplish. Give your players' characters reasons to interact with other PCs. Review character bios and recent posts to look for ways to incorporate intersection between players, overlap or even (with player permission) IC conflict. Use an NPC to bring characters together to solve a problem. Communicate with your players, and ask what they're interested in writing.

aio 2/20/2021, 11:06:37 AM

Yeah, to follow on from that answer, I often use NPCs, a great deal. I have them in various departments, at various ranks, so players who are playing one character who wouldn't interact with the Captain, has an NPC, which means you can write with almost anyone, almost all of the time.

[16th/GEC] SteveClaypole 2/20/2021, 11:07:46 AM

I agree, NPC's are a great way to keep people writing if they're not directly involved in the current plot/story.

[22] greenfelt 2/20/2021, 11:08:10 AM

Great answers.

Beautiful Night 2/20/2021, 11:08:49 AM

I'd say there also comes a point where life is too damn short, and you should boot their arse.

[16th] Harrington, SB50 2/20/2021, 11:08:56 AM

NPCs I think I vital for story development, I use them often to help push things along, without having to drag out the "CO" to deal with every little thing I need done "in game".

aio 2/20/2021, 11:09:40 AM

That's exactly why I do it.

[22] greenfelt 2/20/2021, 11:09:52 AM

Great thoughts too! There are definitely times to make that hard call. Let's move on.

Say a new player joins your sim. But one of your existing players reveals that they have an issue with this new player because of a past history. Some may

give an ultimatum, others may choose to leave to avoid the drama. How do you deal with that?

[16th] Harrington, SB50 2/20/2021, 11:10:26 AM

open airlock 😉

[22] Sprite 2/20/2021, 11:10:44 AM

This is a tough one, probably with no right answer, certainly no simple answer. As a GM, I would try not to take a side and try not to get involved in the past conflict. If I have a good rapport with both players I might offer to help them resolve their past issues, but as GM my responsibility is to the current sim and doing my best to keep it enjoyable and OOC-Drama-free for all the players. I might try to come up with a compromise, for example maybe (if the sim is large enough) missions can be structured so the two players never need to interact.

aio 2/20/2021, 11:12:13 AM

Again, to spring off that answer, I'd be more or less the same. The whole point of a game is to enjoy it, so if there was a past conflict, as long as they would keep it civil, and continue to write, I would keep an eye on it, for example, but I wouldn't just give in to an ultimatum.

[22] greenfelt 2/20/2021, 11:13:04 AM

Great thoughts. Anyone else before we continue?

[16th] Harrington, SB50 2/20/2021, 11:13:28 AM

Where I think people struggle is the sense of loyality to their current player. But giving into an ultimatum can set a dangerous path ... you need to find a balance, if posible

aio 2/20/2021, 11:14:01 AM

If they both wanted me to choose either one, I'd remove both. I will never choose one over another.

Beautiful Night 2/20/2021, 11:14:03 AM

one way round it - get your players to chip in on all applications, don't just keep it to yourself

that way if one player needs to wave a big red flag they do it before the problem starts

[22] greenfelt 2/20/2021, 11:14:23 AM

I like this thought a lot.

[OF] Sepandiyar 2/20/2021, 11:14:24 AM

It depends, to me, on what the conflict is.

If I have a 'this guy sexually harassed me, here's the chat logs' I'm not going to be as keen to 'work it out'

[PF] Navy_Vet 2/20/2021, 11:14:48 AM

Getting crew buy in is always a good thing, it builds ownership

[OF] Sepandiyar 2/20/2021, 11:15:12 AM

But if it's a 'he's just as arse' kind of thing, ok, we can work that out.

[16th] Harrington, SB50 2/20/2021, 11:15:23 AM

very true Sep!

Zhanyt Lafizatar 2/20/2021, 11:15:50 AM

I lucked out in the one time I realized that it was a personality conflict, I could just transfer sims in the same fleet and basically avoid them. Those, I feel, can just be worked out with some accommodation. I agree that it's a good idea to tr and work it out and not favor players

[22] greenfelt 2/20/2021, 11:15:49 AM

Up next:

> *This is a bit of a springboard off that last question, but also in a different angle. How do you handle a situation where two crewmates are not playing well together?*

[22] Sprite 2/20/2021, 11:16:47 AM

Like was said in the last session, I'd try to be fair and listen to both sides. I personally prefer to be direct, so I would communicate with both players and try to help them resolve the issue. Another approach might be to add an NPC that I control to their JPs.

aio 2/20/2021, 11:18:41 AM

I've worked through conflict in a lot of my RL roles, so I would listen to both sides, and try and compromise how they work together. As Sep said, there are certain things I wouldn't entertain, but the goal is everyone to enjoy themselves, so I would try my best for them to just be civil, and still enjoy themselves.

[PF] Navy_Vet 2/20/2021, 11:19:22 AM

1keep in mind if you are to close to either party in the conflict involve your chain of command

[GEC] Kuna 2/20/2021, 11:19:30 AM

When it comes to two players not working well together, I have always investigated the issue and when I have gotten my answers, set the two to not interact with each other. Sim was large enough to do that with. On smaller sims, I see if they can turn that into RP as a rivalry of sorts.

[PF] Navy_Vet 2/20/2021, 11:19:43 AM

Involve neutral parties from command so its fair for all involved

[22] greenfelt 2/20/2021, 11:20:13 AM

Let's change gears a bit. And thank you everyone so far for contributing. This style is a bit different, so there are kinks to work out.

> *What's the best advice you can give to a GM/CO who has trouble attracting new players?*

[GEC] Kuna 2/20/2021, 11:20:59 AM

tunes eyes into this intently

[22] Sprite 2/20/2021, 11:21:52 AM

Recognize luck is a huge factor in attracting new players. Think about what you as a player look for when you consider joining a sim, and what influences you to apply and join. Then try to make sure that's what visitors see on your sim's website. Ask another GM to visit your sim's website and give you feedback about what they feel is working and what isn't. Ask your existing players what triggered them to apply. Engage with the sim community so players outside of your sim get to know you.

[22] greenfelt 2/20/2021, 11:22:18 AM

Networking is huge!

If you're a great personality you'll attract new players easily. But if you don't come off well, it could be your Achilles' heel.

[16th] Harrington, SB50 2/20/2021, 11:23:28 AM

this one has been a struggle for a while, and I know I haven't figured out an answer.. "yet"

[16th/GEC] SteveClaypole 2/20/2021, 11:23:38 AM

Word of mouth is also a massive asset. People talk, let them talk about your sim! 🙂

aio 2/20/2021, 11:23:46 AM

Honestly, one for me, and it might be a huge deal for some, but it would be looking at your game. Some people just have games that are too unique, have too much of a

niche, so my advice would be don't think too outside of the box. Outside the box is good, but don't go 3 boxes over.

[16th] Harrington, SB50 2/20/2021, 11:24:26 AM

asking another GM to review things, now that's an interesting idea @Sprite

[22] greenfelt 2/20/2021, 11:24:31 AMEdited 2/20/2021, 11:25:25 AM

World building is always a fun topic, and there are some sessions coming up soon for it. But for now…

> *I'm wanting to start a sim that's a bit outside the box. I know I need to do some worldbuilding to help people understand the concept, but how much is too much?*

[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:25:25 AM

You could give them a 'one-pager' some sort of starter

[22] Sprite 2/20/2021, 11:26:06 AM

Yes, an big picture overview is really helpful

aio 2/20/2021, 11:26:14 AM

I'd refer to my previous answer again. Outside the box is great, but in a specific genre, Star Trek for example, you don't want to go so outside the box that it's unrecognisable.

[22] Sprite 2/20/2021, 11:26:34 AM

When you set up a sim, you determine the setting, the timeline, and (in an established fandom) which version of canon you're using - the What and When. For a homebrew sim or a non-canon sim, new players need enough information about the setting to be able to imagine and create a character that is a part of the setting. As an exercise, you might create a few NPCs that represent different factions or aspects of the world.

[22] greenfelt 2/20/2021, 11:26:35 AM

What about a non-Trek sim?

aio 2/20/2021, 11:27:10 AM

Wiki. Have a basic outline of everything a new player would need, but keep a wiki of the minutia.

[16th/GEC] SteveClaypole 2/20/2021, 11:27:35 AM

Yeah most definitely. Also speak to fellow simmers in your genre, getting input from others really does help.

please don't swear @aio 😛

aio 2/20/2021, 11:28:03 AM

Que?

[22] greenfelt 2/20/2021, 11:28:15 AM

Lol

[16th/GEC] SteveClaypole 2/20/2021, 11:28:18 AM

wiki

[22] greenfelt 2/20/2021, 11:28:19 AM

Continuing on the same topic…

How can you set your sim apart from all the others?

[PF] AlexM 2/20/2021, 11:28:49 AM

You act like wiki is a four letter word. …Wait.

[OF] Sepandiyar 2/20/2021, 11:29:14 AM

It's only dirty if you don't know how to use it right... athankyou

[16th/GEC] SteveClaypole 2/20/2021, 11:29:17 AM

A unique story is always a good one or even being true to your the genre you want to write in.

[SC] KyleB 2/20/2021, 11:29:21 AM

I personally love a good wiki.

It's enrichment and world building, accessible to any.

aio 2/20/2021, 11:30:32 AM

To make your sim stand out... it's a fine line. As I said, be out the box, but not so far out the box, you don't know what's going on. Ask other GMs what kind of stories attract the most contributions from players etc

[22] greenfelt 2/20/2021, 11:30:58 AM

I think I'm gonna have to find new questions. Lol

Zhanyt Lafizatar 2/20/2021, 11:31:02 AM

speaking as a player, I look at the first page, and if it grabs me, in Star Trek, the ship specs and one of the random mission posts.

because I've been burnt by not looking at the ship specs. >_>

[OF] Sepandiyar 2/20/2021, 11:31:22 AM

omg, this.

5400m long Akira class-hybrid with transwarp iconian portal drive

Zhanyt Lafizatar 2/20/2021, 11:31:56 AM

(ship specs, to me, tell me you were interested enough in filling it out, and two, I can look for any red flags.)

[OF] Sepandiyar 2/20/2021, 11:31:57 AM

shudders

Zhanyt Lafizatar 2/20/2021, 11:32:18 AM

To me, it was "oh, you have an.. AI that can run the ship.. Hm.. Oh, railguns. OH COME ON.")

[22] Sprite 2/20/2021, 11:33:32 AM

It helps to be thoroughly familiar with the box, when deciding how you will be out of the box.

[22] greenfelt 2/20/2021, 11:33:39 AM

Let's change gears a bit. 2020 was a literal game changer.

> *How do you keep people invested in the sim through slow periods?*

[22] Sprite 2/20/2021, 11:34:53 AM

Checking in with players OOC, discussion of upcoming plots (to the degree you share that with players)

share pet photos in discord 🙂

[16th/GEC] SteveClaypole 2/20/2021, 11:35:45 AM

lol

aio 2/20/2021, 11:35:53 AM

Yeah. Also, I find OOC checking in with them, just making sure they are doing ok, can help retain players. If the players know you care about then, to the degree that you do, they are more likely to continue, even during the quieter times

[16th/GEC] SteveClaypole 2/20/2021, 11:35:57 AM

yeah, basically just keep in touch

[22] Sprite 2/20/2021, 11:37:07 AM

If I have IRL issues that slow down my posting, I let my players know.

[SC] KyleB 2/20/2021, 11:37:12 AM

Just showing that you care, and are actively interested in helping them grow

[22] Sprite 2/20/2021, 11:37:25 AM

^^^ yes

[22] greenfelt 2/20/2021, 11:38:08 AM

Oh yes.

aio 2/20/2021, 11:38:09 AM

I actually have had this happen recently. A player on one of my games had a lot of RL issues, and basically disappeared. They reached out a few weeks ago, just to let me know what was going on.

[22] greenfelt 2/20/2021, 11:38:30 AM

Let's keep going with other questions on this topic.

> *When trying to control the flow of a story, how do you keep the story moving, without micromanaging and controlling everyone else's posts?*

aio 2/20/2021, 11:40:02 AM

😄

[22] Sprite 2/20/2021, 11:40:04 AM

That's a hard one

aio 2/20/2021, 11:40:10 AM

It is.

[22] orionSquared 2/20/2021, 11:40:18 AM

Ah now this one is one I enjoy. I like to give people the end goal and allow them to get there however they see fit.

I may tell the away team that they need to infiltrate a station and procure the blueprints of some sort of technology

And however that happens is good for me

aio 2/20/2021, 11:41:27 AM

I think as long as there are expectations that they are controlling their own parts of the story, they usually write. This is where I would be using NPCs to sort of push people along, or pass on a key plot point to another player to get the ball rolling.

[22] orionSquared 2/20/2021, 11:41:42 AM

And I always let the crew know that if they have big ideas to let me know

[22] Sprite 2/20/2021, 11:41:55 AM

It's the *without micromanaging* caveat that is a challenge for me.

aio 2/20/2021, 11:42:29 AM

Yeah, part of you wants to push it along, without having to push *everything* along at the same time

[22] orionSquared 2/20/2021, 11:42:55 AM

I find that getting my players involved in the creation of the mission/plot helps them move it forward themself.

If they are invested, they'll drive it forward

aio 2/20/2021, 11:43:15 AM

Yeah, if they are invested in the outcome of the story, they will push it forward, without much prompting.

I think we were both thinking the exact same there, you just beat me to it lol

[22] orionSquared 2/20/2021, 11:44:12 AM

Haha right

Same wavelength

aio 2/20/2021, 11:44:40 AM

We are pretty fabulous.

Reminder 2/20/2021, 11:45:09 AM

This is your 15-minute warning

Beautiful Night 2/20/2021, 11:45:12 AM

make sure they have plenty of information either in an OOC area, or in PM so they have hwat they need to write, and interpret how they want too

[22] orionSquared 2/20/2021, 11:45:41 AM

A great way to lead them. Give them all the info they need.

[22] greenfelt 2/20/2021, 11:45:58 AM

Keeping things moving can be a big challenge.

> *How do you get your crew to invest in the story enough so that you don't have to always lead them to write?*

[22] orionSquared 2/20/2021, 11:46:26 AM

One thing I like to do (and other COs I know) give their players the ability to add to and modify the mission

[22] Sprite 2/20/2021, 11:46:55 AM

Give the player's characters personal stakes

Beautiful Night 2/20/2021, 11:47:01 AM

Hit them all where they live

make it personal

[22] orionSquared 2/20/2021, 11:47:30 AM

A good example. One sim GM I know has a science officer who asked to be abducted by Klingons mid-mission. Does it throw a wrench in the story? Yea. But it's adding to it as well. Now that science officer has his own stake in the story that he'll feel invested and happy.

And the crew can rally behind that idea and maybe in the future can add plot pieces of their own.

aio 2/20/2021, 11:47:54 AM

Yeah. If someone has a better idea for a way to lead the mission, I'm going to listen. Even if I don't fully agree with it, I'd still let them try it, because if it works for me, it grows the sim, if it doesn't we just wont try it again

[22] orionSquared 2/20/2021, 11:48:05 AM

It really makes them feel a part of something bigger than just their character.

That's so true, aio

aio 2/20/2021, 11:48:48 AM

Yeah. Because why would a player *want* to get involved if all everyone else focuses on is their own storylines.

[22] Sprite 2/20/2021, 11:48:56 AM

Allow the players' characters to impact the story. Allow the story to impact the characters

[22] orionSquared 2/20/2021, 11:48:56 AM

Even if you're not fully on board with the idea, work through it with them. Modify it so it fits the sims needs.

Whoever asked this question, hats off to you. It's an important thing for every GM to learn.

aio 2/20/2021, 11:50:06 AM

Yeah, because even if you don't like it, it's something *they* came up with, so without even conferring some kind of power, they are already invested because they want to see their part to fruition.

[22] orionSquared 2/20/2021, 11:50:11 AM

We've had a lot of good questions today

[22] greenfelt 2/20/2021, 11:50:21 AM

Here's a good one:

> *I'm a long-time simmer, but I've recently come back from a long hiatus in the community. I see that so much has changed. Should I consider using Discord as part of my game? What are the benefits?*

[22] orionSquared 2/20/2021, 11:50:31 AM

Ah a great question

Beautiful Night 2/20/2021, 11:50:31 AM

yes yes yes yes

[22] orionSquared 2/20/2021, 11:50:38 AM

100% yes

Beautiful Night 2/20/2021, 11:50:50 AM

I have players who *aren't* on discord, and its a nightmare.

[22] orionSquared 2/20/2021, 11:51:04 AM

Out of character interaction is integral to a sim's health. The players need to get to know each other out of character.

Beautiful Night 2/20/2021, 11:51:04 AM

With discord its easier to build a community

aio 2/20/2021, 11:51:07 AM

100% yes. Not only does it bring instant messaging to a sim, but it can be somewhere that ideas can be bounced, instantly, instead of trying to go back and forth on email chains

[22] orionSquared 2/20/2021, 11:51:22 AM

Exactly. It's the community aspect that's so important.

aio 2/20/2021, 11:51:46 AM

I mean yeah, look around. We wouldn't even be able to run anything like this, without Discord.

[22] orionSquared 2/20/2021, 11:51:54 AM

If someone's character is acting like a jerk, we don't want the players thinking the writer themself is a jerk. Without that community, it's hard to differentiate between player and writer.

I've been on a few sims without OOC interaction and it's a nightmare

[16th/GEC] SteveClaypole 2/20/2021, 11:52:12 AM

Community is what makes a sim

[UES][5th] Stephen 2/20/2021, 11:52:15 AM

Arguably the most important aspect, in my mind, I mentioned earlier I'd rather have the crew interacting daily than writing a post daily. I think the collaborative part of siming and the community is really the highlight of it. I can write all day alone but that's not why I do these sort of groups.

[22] orionSquared 2/20/2021, 11:52:31 AM

Agreed Steve and Stephen

Beautiful Night 2/20/2021, 11:52:51 AM

There's also a lot of recruitment on Discord, if you want to get back into simming, its often where you can start, and see more sims outside of your old fleet(s)

Am I allowed to plug the server I mod for?

[22] orionSquared 2/20/2021, 11:53:22 AM

I love Star Trek and writing. It's a passion of mine. But the community we build is what really keeps me here.

The lifelong friends I've made

This community brought me my real-life best friend who's going to be the best man in my wedding.

I can't oversell the community of simming

It's vital

[22] Sprite 2/20/2021, 11:54:27 AM

Obviously we all like discord... we are here.

aio 2/20/2021, 11:54:28 AM

I'm not even invited?

[22] greenfelt 2/20/2021, 11:54:46 AM

The time is almost up, so let's float this one:

> *What's one piece of advice you wished you had received when you first started out?*

Reminder 2/20/2021, 11:55:07 AM

This is your 5-minute warning. Consider moving the conversation to the appropriate overflow room.

[22] orionSquared 2/20/2021, 11:55:13 AM

Don't try and do everything all at once.

[22] greenfelt 2/20/2021, 11:55:15 AM

(I was hoping @reecesavage would've jumped in there, but had to ask because we're running out of time)

[22] orionSquared 2/20/2021, 11:55:19 AM

It's ok to take your time

[22] Sprite 2/20/2021, 11:55:33 AM

Ask for help if you need or want it.

[16th/GEC] SteveClaypole 2/20/2021, 11:55:37 AM

Most of the above, lol

[SC] Reece 2/20/2021, 11:55:41 AM

I was going to lol.

[22] greenfelt 2/20/2021, 11:55:54 AM

You still can. 5 minutes.

aio 2/20/2021, 11:56:20 AM

You aren't alone. I know that sounds dramatic, but talk to other GMs, it's not like every GM is all out for themselves. But ask for advise, help, ideas etc

[22] Sprite 2/20/2021, 11:56:32 AM

^^^

[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 11:56:55 AM

Focus on developing those things you need right now. It's okay to just develop the region of space you're playing around in, and add stuff as it becomes relevant. If all characters are humans, you don't need a wiki that contains all other 150 UFP member planets including a full history.

[22] orionSquared 2/20/2021, 11:57:14 AM

Yes, ask for help. But also, be a help to others. Your fellow GMs are just like you, help them when you can. Be there for them.

[SC] Reece 2/20/2021, 11:57:45 AM

I can't imagine running a game without Discord these days. It's required on all of our games. I also like to use bots to require people to at least say they've read the rules 😉 That way they can't just hop into a server without at least agreeing to the rules first.

aio 2/20/2021, 11:57:48 AM

I'd also echo orion. You don't need to have everything done at once. Like a good wiki, it takes time.

Beautiful Night 2/20/2021, 11:58:00 AM

Its already there 🙂

[22] orionSquared 2/20/2021, 11:58:36 AM

Great panel all. And thank you @greenfelt for running this. I found it very informative and helpful.

[22] greenfelt 2/20/2021, 11:59:11 AM

Well. Our time is gone. I want to thank @SteveClaypole, @Sprite, and @aio for their help today! I know I learned a few things myself. Feel free to keep some of this going in #overflow-two if you like. Otherwise, enjoy our other sessions from throughout the day!

Beautiful Night 2/20/2021, 11:59:17 AM

Best piece of advice. Even if you are the cats pajamas of CO's, the very ubermencsch of GMs, you're still only going to have a hit on your time 2 out of three at best, and 50/50 more likely

[SC] Reece 2/20/2021, 12:09:34 PM

To add a little more about the Discord question from the last panel. Someone said it is all about community and that is correct. The whole reason we created Sim Central was to make a community of gamers/simmers. SC does host sims, but the focus is on the community. Without Discord, or something similar, it just wouldn't be possible. The use of bots also really helps us to more tightly integrate and improve the server.

[22] greenfelt 2/20/2021, 12:11:51 PM

Community really is key.

[SC] Beth 2/20/2021, 12:13:25 PM

Also from SC here. And honestly what got me excited about being involved was the community aspect. I probably would have shied away from being an admin otherwise

[SC] Reece 2/20/2021, 12:14:47 PM

A good community can also help you through those rough patches we all have in life. 🙂

[22] greenfelt 2/20/2021, 12:17:14 PM

Oh for sure. I've made lots of good friends on discord.

[SC] KyleB 2/20/2021, 12:17:48 PM

hugs

[SC] Bri 2/20/2021, 12:18:59 PM

I feel the banter on discord has replaced the banter between work colleagues that I've been missing because of covid lockdown

[SC] Reece 2/20/2021, 12:19:30 PM

Excellent point Bri!

[OF] Sepandiyar 2/20/2021, 12:19:32 PM

oh for sure.

Cara Letsul 2/20/2021, 12:21:41 PM

I have found that i have some 'distant neighbors looks @Sepandiyar

[OF] Sepandiyar 2/20/2021, 12:22:18 PM

waves Dinner's at 530

Cara Letsul 2/20/2021, 12:22:41 PM

What's for dinner?

[OF] Sepandiyar 2/20/2021, 12:23:41 PM

That's... that's a great question

[OF] Emu - Fawkes/Loki/Acad 2/20/2021, 12:23:56 PM

Pizza?

[OF] Sepandiyar 2/20/2021, 12:24:19 PM

Some version of it probably, or a salad.

Cara Letsul 2/20/2021, 12:24:26 PM

I have to figure out that for myself. I will have to ask my hubby what he wants. We do want steak but can't get to them at the moment.

[OF] Sepandiyar 2/20/2021, 12:24:49 PM

I burn water, so it's whatever Mrs. Sep is making, or not making. In that case, we call it in lol

Cara Letsul 2/20/2021, 12:28:50 PM

I won't let my hubby cook most times cause he loves his food spicy!

[OF] Cam 2/20/2021, 12:29:29 PM

he can come cook for me! 🙂