

---

Subject: Decently Neat, Good for a Few Minutes a Day

Posted by [Doitle](#) on Wed, 29 Mar 2006 04:18:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok, so I'm gonna post about two games I've been playing recently. One of which I sorta help... try... to work on and bug fix and cheer the creator on. The other one is just a neat game I found. Anyhow they are science fiction/space based and are web games that you just play in the browser. Both are... sorta like an RPG, an empire RPG where you control your little space empire and build ships and research and stuff.

First: SR2

Found At: <http://www.markdelano.com/sr2>

Basically you just start with a little solar system and research and amass energy and research points till you can get out of isolation, then you capture solar systems, build ships, wage wars, stuff like that. It just reset a few days ago so you won't be too far behind the leaders.

Second: Ogame

Found at <http://www.ogame.org>

This game has the same premise as SR2, to build ships and research and make your empire better but it feels different. You start out with a single planet here, and build buildings on the planet to gain more resources, Eventually you research a colony ship and go capture other planets. Anyhow you research and do things like in SR2, wage war, but it's individual planet based, where as SR2 is Solar System based.

Anyhow they are both fun and I play them every day for a bit so if you want something to waste a few minutes every day, you can just login see how you are doing, make a few tweaks and check it again the next day. I'm also posting to try to get a few more people in SR2, since we had it down working on bug fixes, very few of the old players know it is back up and running so the servers a bit sparse and we always want new people playing... lol

---

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [Jeremy](#) on Wed, 29 Mar 2006 04:40:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Doitle wrote on Tue, 28 March 2006 23:18

First: SR2

Found At: <http://www.markdelano.com/sr2>

Basically you just start with a little solar system and research and amass energy and research points till you can get out of isolation, then you capture solar systems, build ships, wage wars, stuff like that. It just reset a few days ago so you won't be too far behind the leaders.

Anyhow they are both fun and I play them every day for a bit so if you want something to waste a few minutes every day, you can just login see how you are doing, make a few tweaks and check it again the next day. I'm also posting to try to get a few more people in SR2, since we had it down

working on bug fixes, very few of the old players know it is back up and running so the servers a bit sparse and we always want new people playing... lol

Please note, SR2 has very little bugs in it. Also, the designer of the game is rather good at fixing the bugs when he finds them or is alerted of them. Sr2 is a fun game and I am looking forward to a lot of you guys coming to play it.

---

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day  
Posted by [Lijitsu](#) on Wed, 29 Mar 2006 13:34:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

In OGame, what galaxy are you in Doitle?

---

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day  
Posted by [GoArmy44](#) on Wed, 29 Mar 2006 22:09:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:Second: Ogame  
Found at <http://www.ogame.org>

This game has the same premise as SR2, to build ships and research and make your empire better but it feels different. You start out with a single planet here, and build buildings on the planet to gain more resources, Eventually you research a colony ship and go capture other planets. Anyhow you research and do things like in SR2, wage war, but it's individual planet based, where as SR2 is Solar System based.

Anyhow they are both fun and I play them every day for a bit so if you want something to waste a few minutes every day, you can just login see how you are doing, make a few tweaks and check it again the next day. I'm also posting to try to get a few more people in SR2, since we had it down working on bug fixes, very few of the old players know it is back up and running so the servers a bit sparse and we always want new people playing... lol

I got into that about two months ago, been hooked ever since. Nice game to play about 15 minutes every day.

P.S. I am located in universe 10, if anyone wants to join our clan you are more than welcome.

---

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day  
Posted by [Jaspah](#) on Wed, 29 Mar 2006 23:45:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm in Universe 11 and I have about 3,800 points so if you guys need resources just ask me. My Ogame nick is Jaspah.

---

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [Lijitsu](#) on Thu, 30 Mar 2006 00:22:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

\*Signs up for Galaxy 11.\* I may not ask Jasp for resources, but it's always fun to have him around. If anyone's ever joined one of his chats on Xfire, you know why.

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [csskiller](#) on Thu, 30 Mar 2006 01:54:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ogame has been posted here before

And I just happened to stop playing it for a while and now I'm pretty much ownt <\_<

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [Doitle](#) on Thu, 30 Mar 2006 02:15:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm in Universes 7 and 15. Also I more posted this for SR2's sake. I just threw in Ogame to give people something else to do too incase they didn't know about it. Anyone try SR2 yet?

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [Lijitsu](#) on Thu, 30 Mar 2006 02:23:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have. It's pretty fun, though I've yet to get out of solitude. I'm gonna save up some resources in order to do that. Probly tomorrow.

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [Dover](#) on Thu, 30 Mar 2006 19:44:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hmm, havn't tried those.

Something I've come across which is good for wasting a few minutes in a day for the politically-minded is NationStates. You basically make your own country, and dictate it's politics.

There's a forum for doing stuff not covered by the game (Going to war, trade embargos, etc), but it's all role playing and nerdy...

---

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [sterps](#) on Fri, 31 Mar 2006 01:34:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

join universe 10 and join our clan, as goarmy said we have been playing for a while now and we have a decent rank.

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [Doitle](#) on Fri, 31 Mar 2006 04:12:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah nationstates is a fun one too. If anyone did sign up for Sr2, what did you guys sign up like... your nations as? It's hard to tell who people are in that because, you have a login name, a ruler name, and an empire name. I'm Kirby Peawauket of the Magnificently Apointed Tuscan Villas.

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [Jaspah](#) on Fri, 31 Mar 2006 05:45:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Lijitsu wrote on Wed, 29 March 2006 19:22\*Signs up for Galaxy 11.\* I may not ask Jasp for resources, but it's always fun to have him around. If anyone's ever joined one of his chats on Xfire, you know why.

O:

What are your coordinates?

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [Lijitsu](#) on Fri, 31 Mar 2006 11:18:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Doitle wrote on Thu, 30 March 2006 23:12I'm Kirby Peawauket of the Magnificently Apointed Tuscan Villas.  
You're in the top 100.

Where would I find that, Jasp?

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [Jaspah](#) on Fri, 31 Mar 2006 20:25:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Lijitsu wrote on Fri, 31 March 2006 06:18Doitle wrote on Thu, 30 March 2006 23:12I'm Kirby

Peawauket of the Magnificently Apointed Tuscan Villas.  
You're in the top 100.

Where would I find that, Jasp?

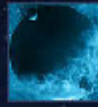
### File Attachments

---

1) [Ogame\\_Coords.jpg](#), downloaded 657 times

Universe 11 (v 0.73c)

- Overview
- Buildings
- Resources
- Research
- Shipyards
- Fleet
- Technology
- Galaxy**
- Defense
- Alliances
- Forum
- Commander Info
- Statistics
- Search
- Help
- Messages
- Notes
- Buddylist
- Options
- Logout
- Imprint



Ceres Delta [3:399:10]



Metal  
39,540

## OGame Commander

No more counting  
No more scanning  
No more sending too

## Become OGame Commander

### Planet "Ceres Delta" (Jaspah)

Server time: Fri Mar

#### Events



Diameter	2800 km (
Temperature	prox. -
Position	3:
Score	4076 (rank

Subject: Re: Decently Neat, Good for a Few Minutes a Day  
Posted by [Lijitsu](#) on Fri, 31 Mar 2006 20:34:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ah. I figured that was it, but I couldn't be sure. 1:357:6

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day  
Posted by [Jaspah](#) on Fri, 31 Mar 2006 20:46:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Lijitsu wrote on Fri, 31 March 2006 15:34Ah. I figured that was it, but I couldn't be sure. 1:357:6

I'm sending you some resources now. They'll be at your place in about 5 hours.

(We're really far away... when you get up there enough sound yourself a colony ship near me.)

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day  
Posted by [Lijitsu](#) on Fri, 31 Mar 2006 20:53:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks, and will do. I've set up myself a nice to-do list for the game. Opera notes rule.

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day  
Posted by [Lijitsu](#) on Sat, 01 Apr 2006 03:46:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*Looks at the resources.\* Jasp. God. Words. Missing.

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day  
Posted by [Jaspah](#) on Sat, 01 Apr 2006 03:50:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Lijitsu wrote on Fri, 31 March 2006 22:46\*Looks at the resources.\* Jasp. God. Words. Missing.

Enjoy, lol. I'll see if I can make a colony near you some time soon.

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day  
Posted by [Jaspah](#) on Sat, 01 Apr 2006 13:55:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Alright, Lijitsu, good news and bad news. Good news: I have a colony ship headed for the first

---

planet position in your galaxy. Bad news: It's going to take 18 hours for the ship to reach your position (had to cut down the speed because there wasn't enough fuel at 100% engine power).

---

---

Subject: Re: Decently Neat, Good for a Few Minutes a Day

Posted by [Lijitsu](#) on Sat, 01 Apr 2006 14:05:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Er... I was working on getting the Colony Ship technology, but okay... Still researching to get it, though... Just a few more hours to go before I finish researching the 2nd level Impulse Engine.

---