

# Victory, Glory, Agony, Defeat!

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Issue #2



*I Command (ASGA-9) to (N)egotiate (P)eace with (HYPE).* Patrick Henry's words come to mind, wherein he said, "It is in vain, sir, to extenuate the matter. Gentlemen may cry, Peace, Peace-- but there is no peace." Yet, in Hyborian War, there's almost always peace, and it lurks behind more corners than anybody can shake a stick at.

Peace in the Hyborian Age can also come by way of Hyborian War running out of players to wage war upon one another. Lots of old souls of the game no longer even bother to play. Those who have passed away, we'll cut some slack. But is there any real hope of persuading the majority who remain among their living, breathing player-kin to take up the gauntlet of Hyborian War, yet again?

By far, the biggest collection of contact points of Hyborian War players lies in the hands of Reality Simulations, Inc. However, RSI doesn't really seem to do any mailings to rouse Hyborian War players from their self-induced slumber.

Next in line for having the most contact points for Hyborian War is Lloyd Barron's Road of Kings forum site. Yet, when was the last time any of you reading this newsletter received a mailing from Crom, there on the ROK?

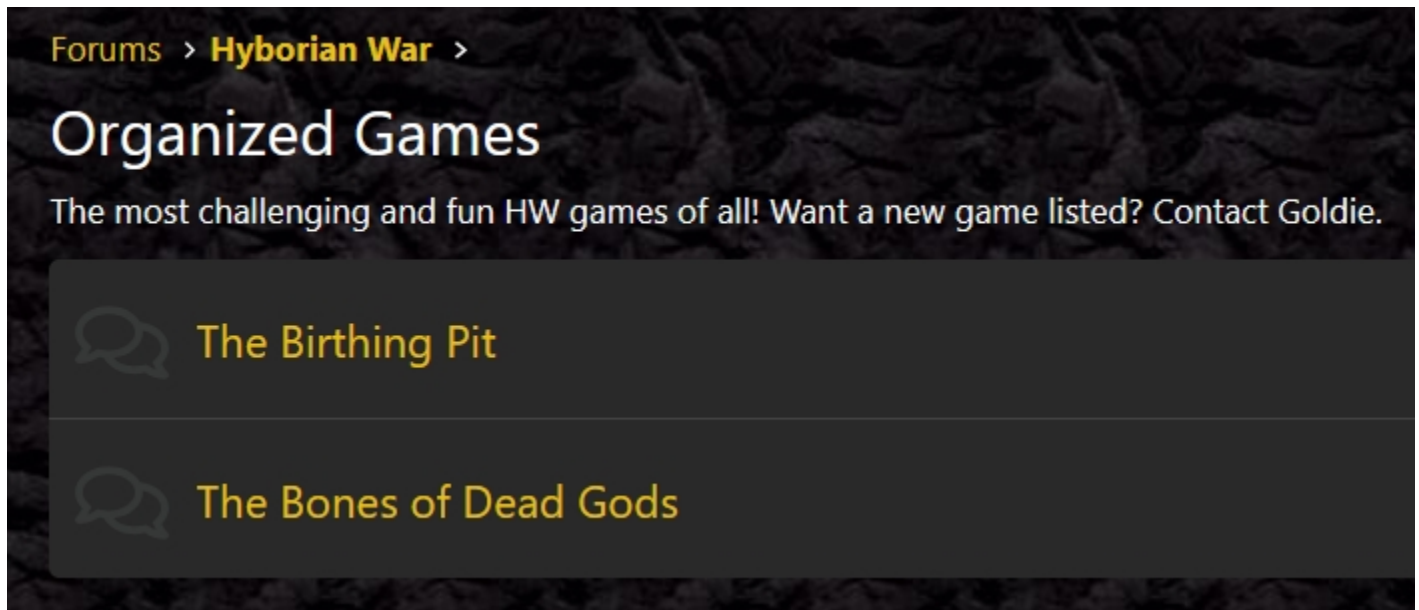
For the very reason that neither RSI nor Crom utilize a mass mailing type of approach to increasing the number of sign-ups for organized games of Hyborian War, the reality is that the Hyborian War player community doesn't reap the benefits that could accrue from such a proactive approach. The default alternative, then, is inherently more passive by nature. But lest I err and leave the wrong impression, a mass mailing pales next to a mass demise of the player base.

Beyond those two bastions of Hyborian War player contact information, a great splintering of other alternative possibilities creates a bottomless abyss, a chasm comprised of individual portions and slivers of memories of contact information for Hyborian War players. Frail and failing memories, outdated contact information, and loss of contact with one's fellow players beyond the Road of Kings paints a bleak picture of why it is difficult to sound the alarm and get players to come running to sign up for new organized games of Hyborian War.

A Hyborian War newsletter in conjunction with growing a list of subscribers to the same, holds some glimmer of hope for a brighter Hyborian War tomorrow. Whether players will sign up and subscribe to such a newsletter, whether this one or any other, remains an open question. I think that it might be worth a try, though. Even with a limited number of subscribers, it might prove itself to be of some value to the overall Hyborian War player community, just by energizing sign-ups for new organized games of Hyborian War that form. It might need to be more akin to a **Game Organizer Alert System**, instead of a newsletter. *Stay tuned to future issues of Victory, Glory, Agony, Defeat! for more details.*

I did include my e-mail address at the top of this issue, if you would like to send in any feedback on the subject of organizing games of Hyborian War. Organized games of Hyborian War tend to be the format of the game that players have the most control over. Thus, it stands to reason player efforts focused on organized games makes sense.

# Becoming Better Organized at Organizing Games



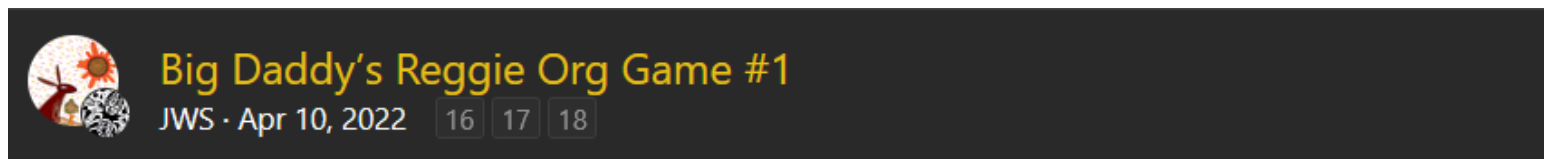
On the Road of Kings forum, currently, there are the following categories that pertain to organized games of Hyborian War, specifically. **The Birthing Pit**, **The Bones of Dead Gods**, and **Organized Games**.

It seems simple enough on its face, I guess, but when I tour the Organized Game category/section, what I discover is that it's not always clear which particular organized games still belong in **Organized Games**. I'm gonna ponder it a bit more, before offering some suggestions to Crom on the Road of Kings about how to improve clarity and reduce confusion in this critical section of the ROK.

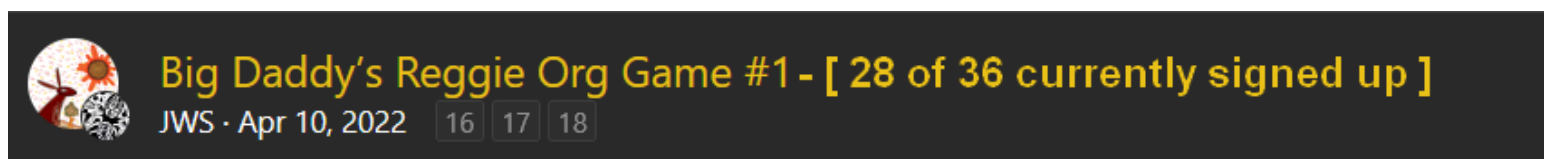
Not all organized games that have finished have yet been moved out of Organized Games and into The Bones of Dead Gods. Also, even the way that individual organized game threads are named can be utilized as a tool to provide forum users who are browsing the Organized Games area more immediate clarity. Improving our chances of growing the organized games player base of Hyborian War, as well as our chances of positively impacting the sign-up rate for new organized games that are forming, doesn't always have to involve major undertakings. Sometimes, even relatively simple changes to the overall process can yield noticeable benefits.

Let's use **Big Daddy's Reggie Org Game #1** to illustrate one kind of change that is simple to implement, but which players considering signing up for a new organized game of Hyborian War to play in might find useful/helpful.

**Currently:**



**Suggested Change:**



This kind of simple change to naming threads for new organized games that begin taking player sign-ups would be easy to implement - *and in fact, the titles of forum threads can be edited after the fact, which means that there wouldn't have to be a long waiting period to implement such a basic, straightforward change.*

If a player is wanting to join a new organized game sooner, rather than later, this suggested change could help them to quickly home in on the organized games that are forming which are the closest to obtaining a full slate of 36 players. It would, I think, be a real time saver for players. There's a big difference between having 28 of 36 players signed up, compared to having 4 of 36 players signed up. Players could swiftly narrow down the options that are viable for them.

This particular organized game used as an example began taking player sign-ups back on April 10<sup>th</sup>, 2022 – *more than four years ago!* Unfortunately, this is not abnormal. The fastest that I recall any organized game of Hyborian War gaining a full slate of 36 players signing up was less than 24 hours, by comparison. Months on end, if not years on end, is probably much closer to the average start time for organized games of Hyborian War to gather 36 players to play. How badly do you hate waiting for a game of Hyborian War to start that you signed up to play?

**Big Daddy's Reggie Org Game #1** is currently at 52 months and counting, with no end yet in sight, before this game actually launches for players to begin playing. Even a 10% increase in efficiency would lob 5 months off of this game's waiting to launch period, assuming that this particular organized game started tomorrow. Improvements to the overall process of organizing games could, I think, ultimately lead to shorter wait times and quicker launch times. If *you* feel otherwise, be sure to write in and let me know – but just be sure to explain the *why* behind your thoughts on the matter, if you will.

| HW Game Organizer Toolbox                                                            |
|--------------------------------------------------------------------------------------|
| <a href="#">Peace Treaties: Alternatives to the Status Quo [Project in Progress]</a> |
| <a href="#">5 Team - Random Draft Randomizer (with Snake Draft)</a>                  |
| <a href="#">Hyborian War Secret Province Goals Randomizer (1 Province Distance)</a>  |
| <a href="#">Hyborian War Secret Province Goals Randomizer (2 Provinces Distance)</a> |
| <a href="#">Randomizer Script # 1 (Assigns Players to Kingdoms)</a>                  |
| <a href="#">Randomizer Script # 2 (Assigns Sign-Ups to Numerical Choices)</a>        |
| <a href="#">Randomizer Script # 3 (Assigns Sign-Ups to Player Numbers)</a>           |

Right now, there's just a few options available in the **HW Game Organizer Toolbox** located on **The Hyborian Tome** website at **GrimFinger.Net**. Going forward, I hope to begin populating this section of the website with more and more options, to better facilitate those who try to organize games of Hyborian War.

Basically, the idea is to provide a ready stash of options for game organizers to pick and choose from at their leisure and convenience, to craft organized games of Hyborian War more to their liking, while simultaneously increasing the amount of variety that can be incorporated into organized games. This **HW Game Organizer Toolbox** will eventually offer a lot of ideas for would be game organizers to browse through, to cherry-pick from, and to mix and match multiple different ideas, in order to provide fun and interesting takes on Hyborian War in organized games. Both ideas that *already* exist and that have been explored in organized games, as well as *new ideas* and *new takes* on old ideas. As part of the overall concept of the Hyborian War player community becoming better organized at organizing games of Hyborian War, since the Road of Kings is the largest gathering of Hyborian War players on the Internet, it's all the more imperative, I believe, for the naming of organized games in the forum, there, to embrace a greater degree of uniformity.

Why? To better enable players to find particular organized games of Hyborian War when using the **Search** feature of the ROK forum. Certain search limitations are in effect on the Road of Kings, and this impairment can be remedied, at least in part, simply by renaming existing organized games discussion threads, and applying a more uniform approach to the naming of game threads for new organized games that launch in the future.



**HW-1029 [ Jestin Stowe Slow Traditional Enemies Game ]**  
GrimFinger · May 28, 2026 93 94 95



**HW 1028 (King of Games 20: Regular Game)**  
Ravenous · Apr 28, 2026 4 5 6



**HW947 Ragnar's Next Standard Organized Game (#10)**  
Rhyder · Sep 3, 2019 55 56 57



**HW 952: King of Games #6**  
wfrankenhoff · Mar 21, 2019 20 21 22

Above are four different examples of discussion threads for different games of Hyborian War located in the Organized Games section of the Road of Kings forum. From top to bottom, consider them to be #1, #2, #3, and #4. Of the four of them, which do you think will tend to respond best to a search for any particular game of Hyborian War? The correct answer is #3.

Why? Because trying to search for 3-digit sequences, which is what a lot of the numbers of older/existing organized games threads us won't work. And if the objective is to become better organized, then uniformity is one way to achieve that. Without uniformity in the naming of organized games threads (I'm talking about the HW and number part, and not the longer text personalization of each organized game thread), it will be more difficult to change players' existing habit, where the naming of organized games threads is concerned. So, instead of **HW-1029**, we should be using HW1029. Instead of **HW 1028**, we should be using HW1028. **HW947** is already correct. Instead of **HW 952:**, we should be using HW952.

Existing organized games discussion threads can be edited to implement this uniform approach in the ROK forum. When new organized game threads get created in the future, even if those thread creators get it wrong, the threads can be easily edited *after* the fact. Small details like this can yield a better organized game experience for Hyborian War players. The Road of Kings is currently using Xenforo forum software. Trying to search for game threads using a 3 digit game number for older organized games won't work. And when you try to do a search for game numbers that include a hyphen, that can sometimes be problematic, as Xenforo treats hyphens (and most other punctuation marks) as **word separators or spaces**, effectively splitting a single hyphenated term into separate distinct words. By placing HW directly next to the game number, itself, it creates a search term with more than three letters. The older organized games with three digit numbers are a problem, but they also need to be included in the solution.