

FROM THE EDITOR

Greetings, Avid Water Warrior

This is the second issue of the iSoaker.com Rogue Report. There are a lot of things to look forward in the coming months in the soaker world. In the recent past, there has been more and more information coming out about next year's Storm and SuperSoaker blasters. iSoaker.com, itself, has received a Max-D 5000 and Max-D 6000 for early preview (the Max-D 6000 review is posted with the Max-D 5000 review coming soon). From current tests, the Max-D 6000 does indeed appear to shoot further than its predecessor, the XP310.

Site news: iSoaker.com will be undergoing another upgrade for New Year's. The next upgrade will feature some graphical changes as well as some content enhancements.

The SuperSoaker.com website will be under development in the next few weeks for a release sometime in January 2002. Overall, it should be an interesting year ahead.

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RAGE DOES NOT HELP

By: Elite Soaker

Many blaster-users like to put flashy intimidation to their one and only shot. Sure, it's fine: What harm could it do? I've seen this kind of intimidation happen in every battle and in most cases, the intimidator doesn't lose out. However, in most cases, this also raises the blood pressure of the player being intimidated.

I'm quite sure that during water fights, if you just feel like pounding the enemy, thinking like it will actually get you somewhere. You should look back and think again.

Take this scenario: you're playing a duel/one-on-one match. Your enemy has a Monster. You, on the other hand, have a tiny XP 110 because you needed a light gun to play fast.

The enemy decides to take a first poke

at you and presses the trigger. If you're behind a wall and he's not, you have the advantage. Rage will only weaken it.

After the first shot, he goes for more, continuously pulling the trigger, pumping, pulling the trigger. This results in you being half soaked. Meanwhile, your little XP shots aren't doing the damage compared to the Monster he has.

So you decide to charge with all you've got... just pull the trigger with no mercy. Rage is definitely come upon you now.

Out of this situation, you've got to realize and question yourself. Can you really beat him by charging? Your little shots won't work well if he fires at you too. Plus, you'll foolishly give up your cover (the wall).

But in rage, you won't realize these critical cons. Instead, you'll just end up losing out even more. In fact, say he had his blaster pumped up to full; he'd surely soak you down before you know it.

Rage is hard to control. Instead of losing it when difficult situations come, you've got to find your mind. You've got to realize that letting loose in a strategic water-battle is not the best thing to do. I hope you notice this when the time comes, no matter how experienced you are. Rage can happen to anyone in any water battle, and in any terrain, against any enemy. Basically, think before you act instead of letting rage get the best of you.

WEAPONS OF CHOICE

By: War Machine

The weapon of choice depends on many, many, factors: everything from personal strengths to the features of the battle field. However, for starters, let's have a look at what you want. Consider the following.

- ♦Do you want power?
- ♦Does the sound of hitting an enemy from dozens of feet away spark your interest?
- ♦Don't want to refill?
- ♦Want a blaster that rains down water for what seems forever?
- ♦Want a soaker capable of unleashing blasts of water that hit hard and fast?

♦Many nozzle selections?

♦Something small and compact?

♦Something huge and bristling with features?

Try considering the above before you go to the local store to purchase your artillery. Pick one or more points from the above. Remember that most blasters specialize in one or two groupings so don't pick all of them and think that you're actually going to find a blaster that fits your dreams.

Now that you have an idea of what you want, consider your own physical capabilities. To make this easier, think about what sports are you good at. Can you play soccer? How about hockey? These sports require a good degree of agility. You have to be fast on your feet to avoid someone from taking the ball or the puck. Think about what other sports you can do that require lifting weight, sprinting, endurance, and hand eye coordination. Also, can you whoop others in games like Chess, cards, or Risk? If so, you likely excel in strategic thinking. Strategic thinking makes one more able to make quick wise choices on the field. You might think this has nothing to do with weapon choice, but it does. People who can make good decisions make excellent leaders. Leaders usually are a forces' most valuable asset, and in the heat of serious wars, usually carry weapons that are not going to make them too vulnerable.

Now that you identified your interests and skills, consider some of the choboyices that you make. Are you a small boy/girl capable of running fast and hide just about anywhere? If so, consider being a sniper and look at some of the choices that fit the category. Are you big and muscular but can't run too fast or dodge? If so, consider working with heavy weapons.

A sniper is a person who does not engage the enemy directly but rather lurks in the bushes, waiting to ambush anyone that crosses his or her path. A sniper needs to be able to hit someone with one or two direct powerful shots and then escape before the enemy has a change to retaliate. Speed and hand-

eye coordination are necessary. One also has to be able to slip back into the night or bushes.

For each need, try these blasters! Note that many are difficult to find in stores so try <http://www.ebay.com> and type in Super Soakers. Remember to check once every 3-4 days! Don't forget to checkout auctions and garage sales in your local neighborhood. All blasters arranged in largest to smallest order.

Do you want power? Everyone wants a soaker that can unleash a thick stream of water! However, most blasters that fall into this category are not for the weak! Many are rather large and can't be handled by little kids. Included in this list are smaller soakers that are powerful for their size. The list is arranged from biggest to smallest: Biggest being nearly 3 feet long and smallest being able to fit in your pocket.

CPS2000, CPS2500, CPS1700, CPS1500, CPS1000, XP150, XP310, Max-D 6000, XP110, XP105, XP215

♦Powerful for their size, but don't expect to pick `em up on the next trip to town.

Does the sound of hitting an enemy from dozens of feet away spark your interest? Range is one of the most desired features for water warfare enthusiasts everywhere! Whether you're young or old, most people want the ability to attack others from distances where the enemy cannot strike back.

CPS2000, CPS2500, CPS1700, CPS1500, CPS1000, CPS1200, XP150, Max-D 6000, XP310, MAX-D 5000, XP110, XP105

♦See any similarities?

Don't want to refill? Pretty simple. You want more reservoir capacity. Reservoir capacity is the amount of water stored in the rear tank of the weapon. Try the blasters below:

CPS3200, CPS3000, Classic Series 300, XP300, CPS2700, Monster X

♦The first four blasters are all have a backpack and can support several shots before needing a refill.

Want a blaster that rains down water for what seems forever?

Monster XL, SC Powerpack, CPS3200, CPS3000, CPS 1700, CPS 1500, CPS 1-3-5, CPS Splashzooka 65oz, SC 600

♦Many can shoot for long periods of

time on their lowest nozzle sizes. Blasters like the CPS Splashzooka 65oz. can only be charged via a QFD (Quick Fill device: Hose attachment) but never need pumping.

Want a soaker capable of unleashing blasts of water that hit hard and fast? Look for the blasters that fit both in the long range and power categories.

Many nozzle selections? Some of the newer blasters have been fitted with up to nearly a dozen nozzle selections! This is excellent for conserving water when low or for some unique attack patterns. Number of nozzles indicated to the right of the gun. Monster XL: 11 plus off setting; XP 275: 8; Monster X: 6; Monster (2001), CPS3200, CPS3000, CPS 2500, XP 310, SC Powerpack, Max-D 6000: 4; CPS1700, CPS2500, XP175, XP275: 2

Something small and compact? Sidearms are convenient, easy to handle and easy to conceal. Unfortunately, they lack the sheer power of larger blasters but can be just as deadly in one-hit-kills games. Also, they make good backup weapons when out of ammunition in larger battles. Never go into serious war without at least one of them.

XP310, SC 500, XP110, XP 90, XP55, Max-D 4000, etc.

♦This is where most of Larami Ltd. Does it's business. There are to many small arms to name here, checkout the air pressure series blasters on isoaker arsenal to get a better idea of what is currently available.

Something huge and bristling with features? Sounds like you want a big blaster. Remember that just because you own the biggest soaker on the block doesn't mean you have a tactical advantage over anyone else. Size makes for an interesting challenge in mastering a weapon. Generally, one may find a larger gun to be more difficult to work with because of sheer bulk and weight. Blasters like the Monster XL are only recommended for the serious experienced water warrior because of the problems mentioned above (besides there are better alternatives to it, anyway).

Monster XL, Monster X, CPS 3200, CPS 3000, SC Powerpack, Classic 300, XP300, CPS 2700, CPS 2500, CPS 2000, CPS 2100.

I hope you now have a better idea of what you are after, remember that just

because you have a big gun doesn't mean that you're automatically king of the hill. Just look for something that interest you and realistically fits with what you are able to manage.

LAST DROPS

As part of my hopes for 2002, I do hope that the online Soaker communities will continue to grow and improve with every passing season. The strength of the online communities lies, undoubtedly, in the members. My request of all members of all the online Soaker communities is to help promote the growth of their communities through their insightful contributions or through their positive posts or simply general interest. Each year offers us a blank slate upon which the future shall be written. Let's make 2002 the best year yet!

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