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FORWARD ::

Summer, 2009: somehow, this summer has been racing by and, sadly, the number of good soaking opportunities for us at iSoaker.com has been rather limited. Traveling, work, and simply poor weather conditions have all contributed to a less-than-desired number of water fights this year, but there are still hopefully a decent number of good soaking days still to come so we remain cautiously optimistic that summer, 2009, is not a total washout.

Water fights aside, 2009 has proven to be an interesting year when it comes to the variety of stock water blasters on the market.

From Hasbro Inc., oddly the only "new" model for 2009 was a remake of the original Super Soaker 50, named the Super Soaker 50 20th Anniversary Edition. While sporting the general look of the original Super Soaker 50, the 20th Anniversary Edition possesses a capped reservoir as opposed to the original's bottle-based reservoir and appears to use a ball valve as opposed to the original's pinch-trigger valve. The model acquired by iSoaker.com, however, will remain in its packaging since this piece to us is more valuable as a collector's item as opposed to a water blaster. The remainder of the Super Soaker line for 2009 was comprised of remakes/re-releases from previous years.

From Buzz Bee Toys Inc., there was a great deal of new blasters released for 2009. First off, there is the new Pulse Series; all blasters in this series use spring-based pressure chambers. The Pulse Blaster, Pulse Strike, and Pulse Master all feature pull-valves as opposed to ball valves behind the nozzle and perform guite well. The main drawback to these blasters is their limited pressure chamber capacity, but then again, one gets many more full shots per full reservoir. The Water Warriors Performance Line saw 4 new blasters added to the line, namely the Deluge, Equalizer, Renegade, and Vindicator. The Deluge and Equalizer are pressurized reservoir-based blasters while the Renegade possesses a separate air-pressure chamber. The largest blaster, the Vindicator, actually uses CPS-like Hydro Power technology, possessing a sphericaltype rubber pressure chamber within its reservoir in a similar manner to the Water Warriors Hydra Pak. The Equalizer, Renegade, and Vindicator also stand out in terms of design, being much more linear in format and having rear-positioned trigger and grip. To top things off, Buzz Bee Toys Inc. also introduced the Power Shot line of

small blasters. The Power Shots are trigger-based water blasters that feature two trigger setting. On their standard setting, the Power Shot behaving like most other squirt pistols, pushing out water with every pull of the trigger. However, in Power-Shot-Mode, the trigger has initially more resistance, not moving until enough force is applied. While the volume of water pumped is the same, since more force is applied to the trigger when it first begins moving, the resulting stream also ends up with more force behind it, improving the performance of this little water blaster. This technology does take a little getting used to for those more familiar with standard squirt pistols, but the gain in performance is noticeable. All-in-all, it was a great line-up of new blasters from Buzz Bee Toys Inc.

Other than the two major water blaster manufacturers, not too much else noted on the stock water blaster market.

For now, enjoy the following articles in this issue of the Rogue Report and may you have a great soaking-filled summer while it lasts!

Fear NO soaker!

WHAT TO LOOK FOR IN A SOAKER ::

By: steelboot. | Rogue Member

Too quickly, too often, the newbie to water warfare will go for the largest soaker or the most powerful soaker without a second thought to actual usability and efficiency of the soaker in question. What I hope to do with this guide is to open your mind to realize that the best soaker might not be the largest, most powerful, one that shoots the farthest, has the most nozzles, or holds the most water. The ideal soaker is one which combines all these elements into a small package.

The top five components to a good soaker are listed from most important down, in my opinion.

Range

Believed by many to be the most important factor of a soaker, range is how far the soaker can actually push the stream. Standard air pressure range is 25-40 ft. Standard CPS range is 35-50 ft. While the farthest shooting stock

soaker is the CPS 2000, the 2000's shot time is only one second. This is where shot time comes into play.

Shot Time (or PC size)

This is perhaps the most overlooked stat of importance. Without decent shot time, what good is your soaker? If your soaker only fires for two seconds, the opponent can simply dodge your shot and soak you when you're pumping. Unless your tap shots are really short, and you can pump really fast, you're going to be beaten at short range by XP's or lower-end CPS's.

Output

Simply put, Output is how much water your soaker pushes out. 1x output is defined as 1 oz. of water per second. Many would argue that Output is the most important stat for a soaker. After all, unless you're playing OHK, the soakers with the larger output tend to control the game. High output soakers (5x and up) often have added bonuses, depending on your opponent: the Stun Factor. Unless you're an extremely well trained water warrior, it is instinctive to freeze momentarily when you're hit with so much water at one time. Even the high-output soaker is rather bulky, the user can usually use the Stun Factor to make a hasty escape. However, high output usually means low shot time, unless you have a massive PC

Portability

Imagine you have a soaker that shoots 40 feet, has twelve different ways you can configure the nozzles on its two barrels, is the most intimidating soaker ever and has the largest PC in a stock soaker, therefore good shot time, but you can barely move? Even with all those features, it still isn't worth it if your soaker is so large and heavy that it actually impedes your movement. You want to look for portability in your soaker so you can run, dive, escape, perform stealth attacks and go ninja! Unless you use your huge-ass soaker as a water cannon, mounted on a tripod, it'll be rather useless on the battlefield. Stealth = success.

Capacity

This stat is the stat that needs the least explaining. There's only one strange little hitch. You want maximum capacity, right? Not necessarily. In my opinion, ideal capacity is between 2 and 2.5L. Mobility is still unlimited, and you still have a LOT of water in your tank. Unless you're using a backpack reservoir, 3-4L tanks full of water are cumbersome. Your soaker is too heavy for you to sprint. Additionally, having the largest tank doesn't mean having the last tank to run out. If you have a ridiculously large output soaker, your water could be out before you can say CPS 2000. Overall, capacity isn't that important, especially

if you play with the no-killing-when-you're-filling rule, though still important enough to get on here.

Recommendations

For a good mixture of the qualities listed above, steelboot recommends:

CPS 1000, CPS 1200, XP 310, XP 270, XP 105, CPS 1500, CPS 1700, WW Tiger Shark, WW Orca, MI Flash Flood.

Good luck, avid water warrior, and select your soaker wisely!

HAIKUS

By: omni_soaker. | Enlightened Water Warrior

Take blaster in hand The battle will begin soon Will you remain dry?

Silence is the key The warrior lies in wait Then, soaking ambush

Hand to grip to pump Other hand at the ready One pull and streams fly



Preparing for Battle on a Summer's Day

BLASTER CLASSES :

By: teamfear and steelboot. | Rogue Members

Name	Class	Brief Description
Aqua Pak	Backpack	This backpack blaster has a solid 3x stream with standard mediocre range.
Devastator	Blaster	Perfect for quick assault.
Argon	Medium	A standard blaster. Similar to the XP 70 with its 1x stream, and sports an solid
	Assault	range of 35 ft. Good weapon for a grunt or for an escort.
	Rifle	
Artic Blast	Medium	Used mainly for the "Arctic Blast feature, similar to the "Flash Flood" of a Flash
	Assault	Flood blaster, the large cap allows for ice in the reservoir.
A (' O) 1	Rifle	A 11 11 (T) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Artic Shock	Light	A mediocre blaster. The shaped is quite cumbersome compared to blasters of
Barracuda	Rifle Pistol	similar range and output. Standard 1.5x nozzle of the new-age Super Soaker. A small blaster, a good sidearm. Its advertised 38 ft. makes you wonder.
Black Widow	Pistol	Looks a bit like a Max-D 3000. 1x nozzle and light weight makes it a good blaster
DIACK WILLOW	PISIOI	to keep in a backpack or pocket.
Bottle Shot	Piston	A 2008 piston pumper. Its gimmick is that you can screw your own water bottle
Bottle Griot	Rifle	on to it.
Chameleon	Light	A sneaky little blaster with a 1x nozzle. Its small size and 3 interchangeable
	Rifle	reservoirs make it a great choice for a backup blaster.
CPS 1000	Heavy	Known by many as the best rounded blaster ever, the CPS 1000 has a 5x nozzle
	Assault	and a respectable 40-45 ft. range. Very light and easy to carry around
	Rifle	
CPS 1200	Heavy	The successor to the CPS 1000. Has a bit of a neater cut and is more
	Assault	comfortable to hold. Its reservoir design with the handle looks cool and allows for
CPS 1500	Rifle Cannon	easy filling. Slightly lower output and similar range to the 1000. The CPS 1500 is also one of best-rounded blasters ever. Its two nozzles (5x and
CF3 1500	Carinon	10x), are easily interchangeable and pack very decent ranges depending on
		mark (45-50 ft.) Decent portability.
CPS 1700	Cannon	The 2000 edition of the 1500. No real changes apart from coulour scheme and
		sticker placement. Sometimes said to be more reliable than the 1500.
CPS 2000	Heavy	The most powerful blaster of all time. Empites its PC in a second and shoots
	Cannon	over 50 feet.
CPS 2100	Heavy	This blaster shoots a standard CPS 5x stream with average raange. Has tons of
	Assault	modding potential. Only downfall: lack of strap.
CPS 2500	Rifle	A CDC 2000 with 2 norming and a smaller DC. The F and 40% streams and good
CPS 2500	Heavy Cannon	A CPS 2000 with 3 nozzles and a smaller PC. The 5 and 10x streams get good ranges, while the 20x stream will soak your opponents to their ungregarments
	Carinon	immediately
CPS 2700	Cannon	An extremely uncomfortable blaster. Its good range and powerful CPS nozzles
0. 0 2. 00		balance out its awkward design
CPS 3000	Backpack	The first CPS with a backpack reservoir, the CPS 3000 sports 8L of water on its
	Cannon	back and a 900mL PC to power its 4 nozzles. Don't start a fight for the sake of a
		fight against this beast.
CPS 3200	Backpack	The successor the the 3000. The 3200 is pretty much the same thing as the
	Cannon	3000 apart from backpack shape; the 3000's is soft and the 3200 is made of hard
CDC 4400	Connan	plastic.
CPS 4100	Cannon	A clone of the Super Soaker Monster (2001), except triggers prone to snapping and lacking QFD compatibility.
CPS	Heavy	This thing shoots forever. Fill it with a QFD and get soaking. Lacks decent
Splashzooka	Assault	output.
Spidonzoona	Rifle	
Cricket	Pistol	A light pistol with a standard 0.5 - 1.5x pistol stream.
Defender	Light	A blaster from Super Soaker's Max Infusion line. Separate Air pressure PC and
	Rifle	1x stream with low shot time.

Deluge	Pistol	Tiny blaster. 0.5 x stream leaves some ouput to be desired.
Equalizer	Light	A new BBT blaster. PR technology and 2x stream with a respectable shot time
Expedition/Blazer	Rifle Heavy	come together to make for a quality assault rifle. A large diaphragm PC powers 5 strong nozzles that get the job done. The two
Expedition/blazer	Assault Rifle	Blazer remakes include a fan nozzle as well as the normal stream nozzles.
Flash Flood	Medium	A blaster with a funny design. Has two nozzles from two different valves: a 1.5x
	Assault Rifle	stream and a riot blast, both powered by the same cylindrical CPS pressure chamber.
Gremlin	Piston Rifle	A piston pumper with a 1L capacity. A solid backup blaster.
Helix	Piston Shotgun	A piston pumper with 2 nozzles, a main nozzle and a wider one that can be used as a shotun nozzle. Highly recommended side-arm
Hydra Pak	Backpack Blaster	fill it up, pump it up, and start soaking. This backpack soaker has 3 well-rounded nozzles and an extremely long shot time powered by a massive PC. Great for soakfests.
Hydro Blade	Heavy Assault Rifle	A Super Soaker gimmick gun. Fan blast Hydro blade doesn't work to too much use but the nozzle is 2x, good for a PR blaster.
Hydro Blast	Piston Rifle	A small capacity piston pumper. Tiny output makes it a poor choice on the battlefield.
Hydro Blitz	Cannon	A surprise release from Super Soaker. It uses cylindrical CPS and has two nozzles: Blitz Mode and Stream. Stream is standard 2x, while the blitz pulses 4-5 blitzes of water with good output. 3L tank.
Hydro Pulse	Piston Rifle	A piston rifle with a backpack that holds 740mL of water. Pumps out a decent decent stream of water (my friend has one).
Jet	Pistol	A motorized pistol. Small capacity, tiny output.
Krypton	Heavy Assault Rifle	A solid air pressure blaster. 3 good nozzles with the largest being 5x is pretty good.
Lightning	Medium Assault Rifle	Simialr to the Krypton with nozzles, but every blaster has their own shape and size. 1L tank allows for 2-3 shots only.
Liquidator	Pistol	A strong pistol. Nice design; allows for comfortable grip.
Max D 2000	Pistol	The smallest Max-D blaster. It makes for a good back-up blaster, sporting a 1.5x stream.
Max D 3000	Pistol	Thought by many to be the best back-up blaster ever, the 3k sports a 2x stream and decent reservoir capacity.
Max D 4000	Heavy Pistol	Can be used as heavy back-up or light main. 2.5x stream.
Max D 5000	Light Rifle	Good for light engagements. It has a good nozzle for its size and is comfortable to hold for most. It could have used a separate PC.
Max D 6000	Medium Assault Rifle	The largest Max-D blaster. It has 4 similarly sized nozzles powered by 2 PC's hit ranges up to 40 ft.
Max D secret strike	Medium Assault Rifle	An unergonomic blaster with normal output and a small reservoir.
Monster	Cannon	A great all-around blaster. 4 nozzles including a fan blast make this soaker a welcome addition in any armoury. 2L tank.
Monster X	Heavy Cannon	This had potential to be a great blaster, but its small PC size kept shot time down and tap:pump ratio terrible. Tank and output are fine in this soaker, but shot time brings it down.
Monster XL	Heavy Cannon	The largest Super Soaker ever. It has a "monster" of a PC, good shot time, and a huge intimidation factor. Dual nozzled, dual PC'd, and almost 1m long, this thing is a beast. Only problem: It is pretty heavy, so make sure you can carry this thing.

Oozinator	Medium Assault Rifle	A very suggestive gimmick gun. One nozzle shoots out a standard stream of water, the other pumps out sticky white goo.
Orca	Heavy Assault Rifle	A great soaker from BBT with 5 nozzles including a fan setting. A problem with the 2007 version that was corrected for the '08 version was the reservoir cap at the bottom of the reservoir which makes for (unwelcome) sound effects from the pump.
Overload	Backpack Blaster	A 2006 Max Infusion blaster, it sports a backpack allowing for a near 4L capacity and 3 nozzles including a fan. Separate firing chamber.
Piranha	Medium Assault Rifle	An early WW Hydro-Powered blaster. THe size of a CPS 1000, it has 3 nozzles that range between 1x to about 2.5x. Not a bad grunt weapon.
Power Shots	Light Pistol	Tiny Water Warriors pistols. Piston powered by the trigger, these shoot 20 feet.
Pulse Master	Heavy Assault Rifle	The largest of the new Aqua Pulse series from BBT. It has 3 nozzle settings, all with very short shot times, but that's okay; the soaker only takes 5 pumps to pressurize! A likely good sniper.
Pulse Blaster	Light Rifle	The smallest of the new Aqua Pulse serries from BBT. 1 nozzle, 1 second shot time, 3 pumps to pressurize.
Pulse Strike	Medium Assault Rifle	Very similar to the Pulse Blaster in terms of stats, though a bit larger and a bit more shot time. First spotted by iSoaker Forums member Fox in October of 2008 in Australia, it holds the informal record of blaster known about longest on the iSc boards prior to release in North America.
Quick Blast	Piston Rifle	Pump 'n' blast!. Screw off the bottle, fill it up and start pumpin'. Decent sized stream. Range depends on how strong you are, as does output.
Renagade	Medium Assault Rifle	New BBT AP-powered soaker. Good output/nozzles. A 1x stream with longer shot time would have been a welcome addition to this soaker with 3 nozzles. Con: Low shot time.
SC 400	Light Rifle	The smallest of the SC line, this soaker runs off of PR tech. 1x stream is rather poor. QFD capability prevents it from being just plain bad.
SC 500	Medium Assault Rifle	This CPS SC has a 2x stream and is (obviously) QFD capable. What else is there to say?
SC 600	Heavy Assault Rifle	The SC 600 is essentially a larger SC 500 with longer shot time.
SC Big Trouble	Backpack Blaster	A backpack blaster that you don't need to pump! QFD pressurize it, and fire away. 4 nozzles with decent shot times will get your opponents pretty worried.
SC Power Pak	Backpack Blaster	Essentially a Big Trouble with better nozzles and longer shot time. A great blaster.
SC Triple Charge	Other	This blaster is powered off of PR tech and is QFD-capable.
Scorpion	Medium	This battery-powered soaker offers 3 nozzle settings. Succeeded by the
	Assault	Tarantula, the Scorpion offers a first taste of no-pumping-needed blasters from
Secret Strike	Rifle	WW. A larger MI Overload with a larger reservor. Fires two normal streams, a fan and
Secret Strike	Light Rifle	a "Secret Strike" gimmicky blast wich forces you to hold the soaker either sideways or upwards for the stream to hit the desired target.
Shark	Piston Rifle	A piston pumper with a 1x stream. A fake trigger is placed on the grip for effect.
Shubi	Heavy Pistol	From the new Mizumi line. 1x stream, strange trigger grip and design, but who knows? Great things could be to come from this new company.
Sneak Attack	Piston Shotgun	Another piston pumper from SS. It has 4 nozzles, 1 normal stream, 1 fan and 2 "Sneak Attack" nozzles pointing to the left or to the right, allowing for shots "around corners".
Speedloader double cross 3000	Heavy Assault Rifle	Little is known about this blaster as the only person known to have one is Jlcspacemarine.

Speedloader power surge 2500	Heavy Assault Rifle	Sporting 2 nozzles, the 2500 is a little known soaker owned by ZOCCOZ, Aqua Flash and iSoaker. It has a 4x, a 10x and the option to use both at the same time. It must be filled via special port.
Splat Blaster	Shotgun	1 pump does the trick, now go SPLAT! Pump it once, and go Rambo! This low output shotgun is more of a novelty than a real soaker, but it can still be used in small fights (indoors).
SS 10	Light Pistol	A very light SS pistol. It was sold in the same type of package as pens.
SS 100	Heavy Assault Rifle	This soaker has a separate AP chamber and a decnt sized stream with a supposed 50 ft. range.
SS 20	Light Pistol	Anoher light pistol. Not much else.
SS 200	Heavy Assault Rifle	Dual chambered and dangerous. With 3 nozzles (the smallest one rather useless) to choose from and a decent range, this was the soaker to have at the time of its release. Not bad to have now either.
SS 25	Light Pistol	SS 25, SS 20, same thing. Light pistol.
SS 30	Pistol	A larger pistol comparing to the 50 in size.
SS 300	Backpack Cannon	The first backpack soaker from SS. It has a 5x stream with a 50 ft. range. Very rare and desired.
SS 40	Light Rifle	A smaller SS 50 with similar (almost identical) design.
SS 50	Light Rifle	The first Super Soaker ever. Supposed long range and rarity make it a collector's item.
SS 60	Medium Assault Rifle	A solid blaster with a small nozzle and tracked pump.
SS MDS	Medium Assault Rifle	Essentially a SS 60 with Multi-Directional Shooting abilities.
Steady Stream	Piston Rifle	This piston based soaker shoots out a 1x stream. The feature is rather than shooting bursts as streams die down and pumping again and again, if you pump at a steady pace you can actually generate a steady stream that won't dip or dive as you pump.
Sting Ray	Pistol	A PR pistol, this soaker shoots out a standard 1x stream. It's very ergonomic and has good trigger grip.
Tarantula	Medium Assault Rifle	Successor to the WW Scorpion, the Tarantula makes an excessively loud noise when firing and runs out of battery power rather quickly. Not good for long fights beacause of that.
Tiger Shark	Medium Assault Rifle	A quality soaker, this blaster has 3 nozzles, a 1x, a 2s, and a 5x. Very practical on the field. Prone to trigger breaks easily fixed with the rubber band repair.
Triple Aggressor	Heavy Assault Rifle	A bizzare soaker with a small pistol attached and a feature called "Soaker Ball". You can shoot the soaker normally, shoot the pistol, or fill the Soaker Ball and use it as a water balloon.
Triple Shot	Heavy Pistol	A smart little pistol with triple the nozzle selections of an XP 70! Has a fat 5x stream.
Vaporizer	Piston Rifle	A favourite piston pumper to many, the Vaporizer pumps out a small amount of water at low range.
Vindicator	Heavy Assault Rifle	The best WW blaster so far (IMHO). This thing has 5 nozzles incl. fan. The largest nozzle, blasting stream, reaches ranges of 43 feet! However, it can be a pain when it is full and you have 3 litres of water resting on your left arm. A bottom-mounted trigger would have been nice.
Xenon	Medium Assault Rifle	Another Pre-Charger with a 1x stream. Weak.

XP 105	Medium Assault Rifle	Succeded by the 110, the 105 has slightly higher output, less PC space and lower capacity than the 110.
XP 110	Medium Assault Rifle	The XP 70 with another PC and twice the output. A great forward rifle.
XP 15	Light Pistol	Successor to the SS 10, it is essentially the same thing. Tiny stream, tiny blaster.
XP 150	Heavy Assault Rifle	Succeeded the SS 100, the XP 150 has good output, decent range and that great feel in your hands. Many people's favourite SS.
XP 215	Pistol	Another pistol released with the XP 310 and 270. Successor to the 220 and 240.
XP 220	Pistol	Good last resort weapon. Fits in a pocket.
XP 240	Pistol	Can be used as heavy back-up or light main. 2.5x stream.
XP 250	Heavy Assault Rifle	An early AP soaker. High output and large nozzles make for a formidable weapon.
XP 270	Light Rifle	The successor the the XP 70. Decent range, lowish output and a standard-sized XP tank make it the standard XP soaker.
XP 310	Medium Assault Rifle	The XP 270 with another PC and 3 more nozzle options. A formidable soaker with a large tank and good nozzles.
XP 35	Heavy Pistol	This large pistol sports decent size and a 1x stream. Good for small skirmishes as a backup.
XP 40	Heavy Pistol	The standard pistol. 0.66x output and small size makes it useful as a last resort.
XP 55	Light Rifle	A PR soaker with a decent output on its 1 nozzle.
XP 65	Light Rifle	A small but powerful soaker. A great standard rifle.
XP 70	Light Rifle	THE standard. The x system is based off of it. Other than that, it's kind of useless. On the model tested by me the pumping was way too noisy.
XP 75	Light Rifle	A great blaster for its size. High output and small size meld together for a formidable backup weapon.
XP 85	Light Rifle	This soaker employs PR tech and a priceless gimmick: 3 different nozzles shooting at the same time, adjustable by pushing and pulling piece of platic.
XP 90	Medium Assault Rifle	The 90 can shoot a normal stream or a "Pulse" spray. The pulse spraydoes what you would think: pulses water allowing for less water waste. It would be great if it weren't so noisy.
XP 95	Medium Assault Rifle	A smaller XP 150 with a decent 1.5 stream.
XP Backfire	Light Rifle	A normal soaker with a strange gimmick, the ability to shoot it backwards when pointed forwards. Just be careful as to not soak yourself!
XP Pool Pumper	Backpack	Pump 'n' blast!. Screw off the bottle, fill it up and start pumpin'. Decent sized
Cannon	Cannon	stream. Range depends on how strong you are, as does output.
XXP 175	Medium Assault Rifle	The little brother to the 275, this soaker will soak you with its 2.5x stream. Only problem: PR tech. Could have used a separate PC.
XXP 275	Medium	This double barreled soaker will intimidate your opponents and soak them too.
	Cannon	1x, 3x, Fan and shower can be used on either barrel making for a lot of different combinations.
XP 300	Backpack Cannon	The rarest Super Soaker of all time. Pictures were once quite rare, but you can now see them on the back of a few of iSoaker's boxes. Example: Look on the pics of the XP 150 and you will see a pic of the 300 on the back of the box.

Sources: isoaker.com, sscentral.org, personal experiences.

Steelboot wishes to thank:

teamfear (for working on the project with him) iSoaker (for graciously posting info on your site for me to use)

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The soaking community (for support of my trivial pursuits)

Dedicated to the Soaking Community

CHANGING THE SHAPE OF THE COMMUNITY ::

By: iSoaker_com | Rogue Leader

iSoaker.com's current set of forums originally launched back on July 16, 2004. Beginning as an Ikonboard, things ran well until a number of security holes were discovered, the biggest hole found and reported to me by Ben of Super Soaker Central, resulting in the Ikonboard to be abruptly shut down on January 3, 2007.

Over the course of two days of work, the Ikonboard was migrated to phpBB3.0 and, on January 5, 2007, iSoaker.net was launched! Ironically, the speed of the transition would not have been possible had I not already been experimenting with setting up a new set of forums for The Zen of Soaking website (http://www.zenofsoaking.com/). Sometimes, it is funny how things end up working out even when problems arise.

Nevertheless, iSoaker.net has been active since January, 2007. However, as time goes by, I find myself simply running out of available time I can definitely commit to water warfare community development. While my love of water blasters and water warfare remains, the time I can afford to build online communities just is too limited presently and in the foreseeable future, mostly due to my ultimate "soaker", my son, born in the summer of 2008.

Furthermore, overall online water warfare community activity has dipped in the past few years and many current members feel that the community would likely be better served should the majority of members stick to a single set of forums for now.

Taking this altogether, I have opted to scale back iSoaker.net. My earlier thoughts were to completely close it, but then figured that having a forum could be helpful in the event the main hub were to have technical problems. However, to help persuade general water warfare topics to migrate to the main hub, iSoaker.net would need to be modeled. My solution is simple; simply

change iSoaker.net's set-up around such that the majority of posts become reply-only and that active topics are only on those directly related to content on iSoaker.com.

The current iSoaker.net set-up would be archived and set to "Read Only". The remodeled iSoaker.net would end up focused on three main topics: stock water blasters, water warfare humour, and water warfare warrior/team profiles (The Registry). General water warfare discussions, modding, home made building, etc. would all be pushed to the new main hub.

Regarding the new main hub, where it will be remains to be decided. Initially, I thought WaterWarfare.com would be used. However, its forum remains neglected, needing better registration settings to prevent annoying spambots from getting through. Granted, the builders of WaterWarfare.com have set September 21, 2009 as the relaunch date so thing can hopefully be fixed by then. Then again, if WaterWarfare.com does not pan out as expected, the Super Soaker Central forums could serve as the main hub, particularly since they already have the largest membership. Super Soaker Central has come a long way since its beginning and it could also make for a great main hub. In the end, though, it is really up to the members of the community to decide where they end up choosing to spend their time the most. Time will tell.

For me, I will continue to do what I can to assist with overall community developments, though will likely not be as active as I have been in the past. I will, of course, continue to *Leave NO one dry!*

LAST DROPS

So ends the first issue of Rogue Volume 4. It has been a busy year and hopefully we can put together another issue or two before the year's end.

With the coming of fall also means the coming of new changes to the iSoaker Network. It will be interesting to see how things end up panning out after notable changes are made.

As always, keep an eye on the iSoaker.com Network (http://www.isoaker.net) as new information will be posted as it can be made available. In the meantime, myself and fellow members of the iSoaker.com Rogue Group hope you have enjoyed the read and wish you awesome future soaking experiences.

Soak on!

:: Fear NO soaker! :: iSoaker.com Rogue Group ::