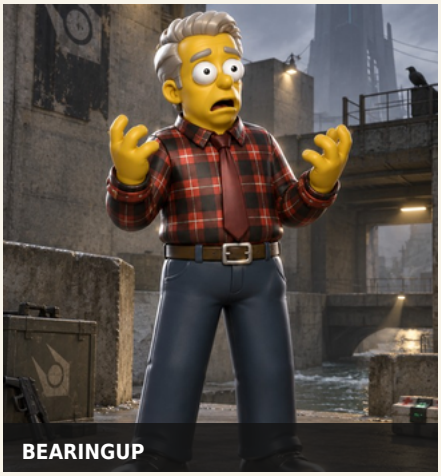
THE HAVEN HERALD

THE INDEPENDENT VOICE OF VERY QUESTIONABLE GAMING JOURNALISM

THE SUNDAY NIGHT INCIDENT / OFFICIAL NON-ENCOUNTER

BEARINGUP AND KLINK MISS BY ONE MINUTE!

Two veterans. One server. A flawless demonstration of terrible timing.



BEARINGUP



KLINK

THE OFFICIAL GAP

60

SECONDS

Shots in the non-encounter

0 (by definition)

Archive character artwork. Illustrative reconstruction; the meeting never happened.

THE GREAT NEAR-MISS

HAVEN, SUNDAY NIGHT. After considerable effort to build a server where people can shoot one another with remarkable precision, Bearingup and Klink reportedly managed to miss each other by approximately one minute.

No firefight. No furious scoreboard. No crossbow bolt from an undisclosed corner. Just two highly experienced players demonstrating that the safest place in Half-Life 2 Deathmatch is apparently *sixty seconds away*.

The Department of Unnecessary Statistics has opened a file marked **"Close, But Not Even There."**

KLINK BREAKS COVER

Klink has spent years perfecting the fine art of being difficult to find on a map. On Sunday, the tactic achieved a new level: Bearingup could not find him on the *same server at the same time*.

Bearingup, meanwhile, was robbed of the opportunity to finish one frag behind somebody. The statistical implications are enormous.

The exact direction of the near-miss remains unconfirmed, but the result is beyond dispute: the most hotly anticipated duel of the evening was cancelled by the clock.

BENDER'S EDITORIAL

"We have custom weapons, detailed statistics and a system that knows which arm you were hit in. And these two have discovered the ultimate defence: **not turning up together.**"

The imaginary awards committee is considering a joint prize for **Outstanding Achievement in Avoiding Each Other**. It has not yet managed to arrange a ceremony both men can attend.

The server remains available for an actual rematch, assuming the calendar, clocks and international time zones can eventually agree.

THE SCOREBOARD FOR A MATCH THAT NEVER TOOK PLACE

BEARINGUP	KLINK	CLOCK
0	0	1

INCIDENT AS REPORTED BY PLAYERS; NO UNVERIFIED SCORES OR KILL TOTALS HAVE BEEN INVENTED.

THE HAVEN HERALD

BEHIND THE FRAGS / SPECIAL ENGINEERING INVESTIGATION

THE SERVER THAT ATE THE TO-DO LIST

An HP server, a website, a rifle, a satchel and one dangerously active ideas department.



THE CONTROL ROOM



THE SNIPER DEPARTMENT



THE IDEAS DEPARTMENT

Illustrative HAVEN character artwork from the players' archive. No equipment was harmed in this photograph.

ONE MORE LITTLE CHANGE

The HAVEN Fragging Facility began with an HP server and an apparently innocent ambition: get everyone back on a battlefield.

Then came the maps, game settings, bot balancing, movement tweaks and the fine tradition of testing a fix only to discover three more things worth testing.

What started as deathmatch has evolved into a small industrial concern with a thriving Department of "While We're Here...".

A WEBSITE WITH EVIDENCE

The website and statistics system now turn every match into evidence. Winners, weapons, hit locations and timestamps are recorded with a level of detail normally reserved for police inquiries.

A man can get shot in the left arm and later discover the injury has been counted, categorised and considered for a Sunday newspaper headline.

The real achievement is not that the system works. It is that nobody can now claim there was *no proof*.

THE SNIPER & THE SATCHEL

The custom sniper rifle joined the growing list of things that were once merely an idea and are now another reason to keep an eye on distant rooftops.

Then there is the satchel: the project that has reportedly spent more time in development than some players spend alive on a map.

Digby would like it finished. The satchel would apparently like one more test. The editorial office has stopped asking for a release date.

SLIME'S DEPARTMENT OF UNREQUESTED IMPROVEMENTS

Slime keeps the ideas coming: another weapon tweak, another feature, another little improvement. Digby keeps turning them into tests, fixes and late-night discussions. The result is a server with a growing list of toys, a website with forensic tendencies and a satchel that has become an ongoing television series. **Nobody is asking for sympathy. They are asking whether the next idea can wait until after one actual game.**

EDITOR'S NOTE: DEVELOPMENT REFERENCES ARE BASED ON THE HAVEN PROJECT; DIALOGUE AND HEADLINES ARE SATIRE.