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21.04.2024

Allgemeine Informationen zu den little BIG Games findet ihr hier. Bitte guckt auch die Videos wenn ihr das ganze noch nicht kennt.

Punkte und Ereignisse

Ergebnisse

Bitte klickt auf die einzelnen Runden, wenn Ihr die Ergebnisse sehen wollt.

Runde 1 - Stronghold

Blue Wall taken @11:24:23

Green Wall taken @11:47:57

Yellow Wall damaged 75%

Red Wall intact

Events

Timestamp	Event	State
21 Apr 2024, 11:53:51	game_over	EPILOG
21 Apr 2024, 11:53:33	ag04 ⇒ FUSED	RUNNING
21 Apr 2024, 11:52:08	ag03 ⇒ FUSED	RUNNING
21 Apr 2024, 11:51:24	ag05 ⇒ FUSED	RUNNING
21 Apr 2024, 11:47:58	ylw ⇒ activated	RUNNING
21 Apr 2024, 11:47:58	ag04 ⇒ activated	RUNNING
21 Apr 2024, 11:47:58	ag05 ⇒ activated	RUNNING
21 Apr 2024, 11:47:58	ag03 ⇒ activated	RUNNING
21 Apr 2024, 11:47:58	ag06 ⇒ activated	RUNNING
21 Apr 2024, 11:47:57	grn ⇒ TAKEN	RUNNING
21 Apr 2024, 11:47:57	ag08 ⇒ TAKEN	RUNNING
21 Apr 2024, 11:47:57	ag09 ⇒ TAKEN	RUNNING
21 Apr 2024, 11:47:57	ag07 ⇒ TAKEN	RUNNING
21 Apr 2024, 11:47:57	ag08 ⇒ FUSED	RUNNING

Timestamp	Event	State	
21 Apr 2024, 11:45:46	ag09 ⇒ FUSED	RUNNING	
21 Apr 2024, 11:40:09	Respawn Team red: #2	RUNNING	
21 Apr 2024, 11:40:09	Respawn Team red: #1	RUNNING	
21 Apr 2024, 11:26:22	ag07 ⇒ FUSED	RUNNING	
21 Apr 2024, 11:24:23	grn ⇒ activated	RUNNING	
21 Apr 2024, 11:24:23	ag08 ⇒ activated	RUNNING	
21 Apr 2024, 11:24:23	ag09 ⇒ activated	RUNNING	
21 Apr 2024, 11:24:23	ag07 ⇒ activated	RUNNING	
21 Apr 2024, 11:24:23	blu ⇒ TAKEN	RUNNING	
21 Apr 2024, 11:24:23	ag01 ⇒ TAKEN	RUNNING	
21 Apr 2024, 11:24:23	ag02 ⇒ TAKEN	RUNNING	
21 Apr 2024, 11:24:23	ag10 ⇒ TAKEN	RUNNING	
21 Apr 2024, 11:24:23	ag02 ⇒ FUSED	RUNNING	
21 Apr 2024, 11:24:20	ag01 ⇒ FUSED	RUNNING	
21 Apr 2024, 11:24:08	ag10 ⇒ FUSED	RUNNING	
21 Apr 2024, 11:23:51	blu ⇒ activated	TEAMS_READY	
21 Apr 2024, 11:23:51	ag01 ⇒ activated	TEAMS_READY	
21 Apr 2024, 11:23:51	ag02 ⇒ activated	TEAMS_READY	
21 Apr 2024, 11:23:51	ag10 ⇒ activated	TEAMS_READY	
21 Apr 2024, 11:23:51	run	RUNNING	
21 Apr 2024, 11:23:21	ready	TEAMS_READY	
21 Apr 2024, 10:58:17	prepare	TEAMS_NOT_READY	

Runde 2 - Stronghold

21 Apr 2024, 10:45:56 reset

Last update: 2024/12/28 12:53

Blue Wall taken @12:40:55

Green Wall damaged 33%

Yellow Wall intact

Red Wall intact

Events

Timestamp	Event	State
21 Apr 2024, 13:10:27	game_over	EPILOG
21 Apr 2024, 12:43:30	ag07 ⇒ FUSED	RUNNING
21 Apr 2024, 12:40:55	grn ⇒ activated	RUNNING
21 Apr 2024, 12:40:55	ag08 ⇒ activated	RUNNING
21 Apr 2024, 12:40:55	ag09 ⇒ activated	RUNNING
21 Apr 2024, 12:40:55	ag07 ⇒ activated	RUNNING

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Timestamp	Event	State
21 Apr 2024, 12:40:55	blu ⇒ TAKEN	RUNNING
21 Apr 2024, 12:40:55	ag01 ⇒ TAKEN	RUNNING
21 Apr 2024, 12:40:55	ag02 ⇒ TAKEN	RUNNING
21 Apr 2024, 12:40:55	ag10 ⇒ TAKEN	RUNNING
21 Apr 2024, 12:40:55	ag02 ⇒ FUSED	RUNNING
21 Apr 2024, 12:40:54	ag01 ⇒ FUSED	RUNNING
21 Apr 2024, 12:40:38	ag10 ⇒ FUSED	RUNNING
21 Apr 2024, 12:40:23	blu ⇒ activated	TEAMS_READY
21 Apr 2024, 12:40:23	ag01 ⇒ activated	TEAMS_READY
21 Apr 2024, 12:40:23	ag02 ⇒ activated	TEAMS_READY
21 Apr 2024, 12:40:23	ag10 ⇒ activated	TEAMS_READY
21 Apr 2024, 12:40:23	run	RUNNING
21 Apr 2024, 12:39:53	ready	TEAMS_READY
21 Apr 2024, 12:04:06	prepare	TEAMS_NOT_READY
21 Apr 2024, 12:03:33	reset	PROLOG

Runde 3 - Conquest

Punktestand

Team Red → 168 \iff 0 \iff Team Blue

Respawns

Team Red → 10 \Ipprox 18 \ipprox Team Blue

Events

Timestamp	Event	State
21 Apr 2024, 14:44:49	game_over	EPILOG
21 Apr 2024, 14:44:04	Respawn Team blu: #18	RUNNING
21 Apr 2024, 14:43:56	Respawn Team blu: #17	RUNNING
21 Apr 2024, 14:43:52	Respawn Team blu: #16	RUNNING
21 Apr 2024, 14:43:42	Respawn Team blu: #15	RUNNING
21 Apr 2024, 14:42:57	Respawn Team red: #10	RUNNING
21 Apr 2024, 14:42:56	Respawn Team blu: #14	RUNNING
21 Apr 2024, 14:42:54	Respawn Team red: #9	RUNNING
21 Apr 2024, 14:42:17	Respawn Team red: #8	RUNNING
21 Apr 2024, 14:42:16	Respawn Team blu: #13	RUNNING
21 Apr 2024, 14:42:15	Respawn Team blu: #12	RUNNING
21 Apr 2024, 14:42:15	Respawn Team blu: #11	RUNNING
21 Apr 2024, 14:42:05	Respawn Team red: #7	RUNNING
21 Apr 2024, 14:42:05	Respawn Team red: #6	RUNNING
21 Apr 2024, 14:41:58	Respawn Team blu: #10	RUNNING
21 Apr 2024, 14:41:03	Respawn Team red: #5	RUNNING

ı	last undate:	202	1/11	2/20	12.52
	rasi ungare:	/()/	4/1	///K	17.23

Timestamp	Event	State
21 Apr 2024, 14:41:01	Respawn Team red: #4	RUNNING
21 Apr 2024, 14:41:01	Respawn Team red: #3	RUNNING
21 Apr 2024, 14:40:49	Respawn Team red: #2	RUNNING
21 Apr 2024, 14:40:47	Respawn Team red: #1	RUNNING
21 Apr 2024, 14:40:31	Respawn Team blu: #9	RUNNING
21 Apr 2024, 14:39:54	Respawn Team blu: #8	RUNNING
21 Apr 2024, 14:37:58	Respawn Team blu: #7	RUNNING
21 Apr 2024, 14:37:50	Respawn Team blu: #6	RUNNING
21 Apr 2024, 14:37:48	Respawn Team blu: #5	RUNNING
21 Apr 2024, 14:37:18	Respawn Team blu: #4	RUNNING
21 Apr 2024, 14:36:26	ag04 ⇒ red	RUNNING
21 Apr 2024, 14:35:15	Respawn Team blu: #3	RUNNING
21 Apr 2024, 14:34:07	Respawn Team blu: #2	RUNNING
21 Apr 2024, 14:33:52	Respawn Team blu: #1	RUNNING
21 Apr 2024, 14:31:03	ag03 ⇒ red	RUNNING
21 Apr 2024, 14:31:01	ag03 ⇒ blue	RUNNING
21 Apr 2024, 14:30:55	ag05 ⇒ blue	RUNNING
21 Apr 2024, 14:30:33	ag04 ⇒ blue	RUNNING
21 Apr 2024, 14:30:28	ag01 ⇒ red	RUNNING
21 Apr 2024, 14:30:28	ag01 ⇒ blue	RUNNING
21 Apr 2024, 14:30:22	ag02 ⇒ red	RUNNING
21 Apr 2024, 14:30:21	ag02 ⇒ blue	RUNNING
21 Apr 2024, 14:30:20	ag07 ⇒ red	RUNNING
21 Apr 2024, 14:30:20	ag07 ⇒ blue	RUNNING
21 Apr 2024, 14:30:17	ag06 ⇒ blue	RUNNING
21 Apr 2024, 14:29:58	run	RUNNING
21 Apr 2024, 14:29:28	ready	TEAMS_READY
21 Apr 2024, 14:25:47	prepare	TEAMS_NOT_READY
21 Apr 2024, 14:25:43	reset	PROLOG

Runde 4 - Conquest

Punktestand

Team Red → 54 \(\Display 0 \) ← Team Blue

Respawns

Team Red → 22 \Display 27 \Leftarrow Team Blue

Events

Timestamp	Event	State
21 Apr 2024, 15:43:34	game_over	EPILOG
21 Apr 2024, 15:43:32	Respawn Team red: #22	RUNNING

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Timestamp	Event	State
<u> </u>	Respawn Team red: #21	
· ·	Respawn Team red: #20	
·	Respawn Team red: #19	
·	Respawn Team red: #18	
· ·	Respawn Team blu: #27	
	Respawn Team red: #17	
·	Respawn Team red: #16	
	Respawn Team blu: #26	
21 Apr 2024, 15:41:05	·	RUNNING
·	Respawn Team blu: #25	
·	· ·	
·	Respawn Team blu: #24	
· ·	Respawn Team red: #15	
·	Respawn Team blu: #23	
21 Apr 2024, 15:38:56		RUNNING
· ·	Respawn Team red: #14	
· ·	Respawn Team blu: #22	
	Respawn Team red: #13	
	Respawn Team blu: #21	
-	Respawn Team blu: #20	
·	Respawn Team red: #12	
	Respawn Team blu: #19	
21 Apr 2024, 15:34:55	Respawn Team blu: #18	RUNNING
21 Apr 2024, 15:34:53	Respawn Team blu: #17	RUNNING
21 Apr 2024, 15:34:45	Respawn Team blu: #16	RUNNING
21 Apr 2024, 15:34:35	Respawn Team blu: #15	RUNNING
21 Apr 2024, 15:34:35	Respawn Team blu: #14	RUNNING
21 Apr 2024, 15:34:34	Respawn Team red: #11	RUNNING
21 Apr 2024, 15:34:06	Respawn Team red: #10	RUNNING
21 Apr 2024, 15:33:42	Respawn Team red: #9	RUNNING
21 Apr 2024, 15:32:44	Respawn Team blu: #13	RUNNING
21 Apr 2024, 15:32:38	Respawn Team blu: #12	RUNNING
	Respawn Team blu: #11	
21 Apr 2024, 15:31:51	Respawn Team blu: #10	RUNNING
· ·	Respawn Team blu: #9	RUNNING
<u> </u>	Respawn Team red: #8	RUNNING
21 Apr 2024, 15:31:10		RUNNING
·	Respawn Team red: #7	RUNNING
·	Respawn Team blu: #8	RUNNING
· ·	Respawn Team blu: #7	RUNNING
·	Respawn Team red: #6	RUNNING
•	Respawn Team blu: #6	RUNNING
· ·	Respawn Team red: #5	RUNNING
	Respawn Team red: #4	RUNNING
•	Respawn Team blu: #5	RUNNING
	Respawn Team red: #3	RUNNING
ZI Api ZUZ4, 15:27:59	nespawn reamrea: #3	NUININU

Timestamp	Event	State
21 Apr 2024, 15:27:58	ag04 ⇒ blue	RUNNING
21 Apr 2024, 15:27:54	Respawn Team blu: #4	RUNNING
21 Apr 2024, 15:27:39	ag04 ⇒ red	RUNNING
21 Apr 2024, 15:27:10	Respawn Team blu: #3	RUNNING
21 Apr 2024, 15:27:05	Respawn Team red: #2	RUNNING
21 Apr 2024, 15:26:58	Respawn Team red: #1	RUNNING
21 Apr 2024, 15:26:35	Respawn Team blu: #2	RUNNING
21 Apr 2024, 15:26:32	ag07 ⇒ red	RUNNING
21 Apr 2024, 15:26:15	Respawn Team blu: #1	RUNNING
21 Apr 2024, 15:25:28	ag05 ⇒ red	RUNNING
21 Apr 2024, 15:25:28	ag05 ⇒ blue	RUNNING
21 Apr 2024, 15:25:19	ag04 ⇒ blue	RUNNING
21 Apr 2024, 15:24:37	ag04 ⇒ red	RUNNING
21 Apr 2024, 15:24:36	ag04 ⇒ blue	RUNNING
21 Apr 2024, 15:24:30	ag01 ⇒ blue	RUNNING
21 Apr 2024, 15:24:25	ag02 ⇒ blue	RUNNING
21 Apr 2024, 15:24:13	ag07 ⇒ blue	RUNNING
21 Apr 2024, 15:24:09	ag06 ⇒ red	RUNNING
21 Apr 2024, 15:24:07	ag06 ⇒ blue	RUNNING
21 Apr 2024, 15:23:53	run	RUNNING
21 Apr 2024, 15:23:23	ready	TEAMS_READY
21 Apr 2024, 14:56:29	prepare	TEAMS_NOT_READY
21 Apr 2024, 14:56:26	reset	PROLOG

Runde 5 - Conquest

Punktestand

Team Red → 165 \Display 0 \Leftarrow Team Blue

Respawns

Team Red → 9 ⇔ 24 ← Team Blue

Events

Timestamp	Event	State
21 Apr 2024, 16:38:13	game_over	EPILOG
21 Apr 2024, 16:38:06	Respawn Team blu: #24	RUNNING
21 Apr 2024, 16:37:44	Respawn Team red: #9	RUNNING
21 Apr 2024, 16:37:12	Respawn Team blu: #23	RUNNING
21 Apr 2024, 16:37:10	Respawn Team blu: #22	RUNNING
21 Apr 2024, 16:37:09	Respawn Team blu: #21	RUNNING
21 Apr 2024, 16:36:15	Respawn Team blu: #20	RUNNING
21 Apr 2024, 16:34:59	Respawn Team blu: #19	RUNNING

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Timestamp	Event	State
<u> </u>	Respawn Team blu: #18	
· ·	Respawn Team blu: #17	
·	Respawn Team red: #8	RUNNING
21 Apr 2024, 16:33:38		RUNNING
21 Apr 2024, 16:33:36	_	RUNNING
21 Apr 2024, 16:33:34	_	RUNNING
21 Apr 2024, 16:33:02		RUNNING
21 Apr 2024, 16:33:01		RUNNING
	Respawn Team blu: #16	
	Respawn Team blu: #15	
· ·	Respawn Team blu: #14	
	Respawn Team red: #7	RUNNING
•	Respawn Team red: #6	RUNNING
<u> </u>	Respawn Team blu: #13	
·	Respawn Team red: #5	RUNNING
<u> </u>	Respawn Team red: #4	RUNNING
•	Respawn Team blu: #12	
· ·	Respawn Team blu: #11	
·	Respawn Team blu: #10	
	Respawn Team blu: #9	RUNNING
21 Apr 2024, 16:27:08	·	RUNNING
		RUNNING
·	Respawn Team blu: #8	
· .	Respawn Team blu: #7	RUNNING
· ·	Respawn Team blu: #6	RUNNING
· ·	Respawn Team blu: #5	RUNNING
	Respawn Team red: #3	RUNNING
	<u>'</u>	RUNNING
	Respawn Team blu: #4	RUNNING
<u> </u>	Respawn Team blu: #3	RUNNING
·	Respawn Team blu: #2	RUNNING
	Respawn Team blu: #1	RUNNING
·	Respawn Team red: #1	RUNNING
21 Apr 2024, 16:24:27	3	RUNNING
21 Apr 2024, 16:24:26		RUNNING
21 Apr 2024, 16:24:10		RUNNING
21 Apr 2024, 16:24:07	_	RUNNING
21 Apr 2024, 16:24:06		RUNNING
21 Apr 2024, 16:24:01		RUNNING
21 Apr 2024, 16:23:47	ag01 ⇒ blue	RUNNING
21 Apr 2024, 16:23:47	ag01 ⇒ red	RUNNING
21 Apr 2024, 16:23:46	ag01 ⇒ blue	RUNNING
21 Apr 2024, 16:23:39	ag02 ⇒ red	RUNNING
21 Apr 2024, 16:23:39	ag02 ⇒ blue	RUNNING
21 Apr 2024, 16:23:36	ag07 ⇒ red	RUNNING
21 Apr 2024, 16:23:35	ag06 ⇒ blue	RUNNING

Timestamp	Event	State
21 Apr 2024, 16:23:34	ag07 ⇒ blue	RUNNING
21 Apr 2024, 16:23:15	run	RUNNING
21 Apr 2024, 16:22:45	ready	TEAMS_READY
21 Apr 2024, 15:55:24	prepare	TEAMS_NOT_READY
21 Apr 2024, 15:55:21	reset	PROLOG

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