
buy gears of war 2 Gears of War 2 matchmaking servers boosted

Posted by <-LeX-~> - 2009/07/17 22:28

Gears of War 2 matchmaking servers boosted<<http://www.joystiq.com/2008/12/12/gears-of-war-2-matchmaking-servers-...> 20 Comments<<http://www.joystiq.com/2008/12/12/gears-of-war-2-matchmaking-servers-...> by James Ransom-Wiley <<http://www.joystiq.com/bloggers/james-ransom-wiley/> Dec 12th 2008 12:14PM Filed under: Microsoft Xbox 360 <<http://xbox360.joystiq.com/>, Online<<http://www.joystiq.com/category/online/> <<http://gearsforums.epicgames.com/showthread.php?t=644972> Epic gave the old *Gears* <<http://www.joystiq.com/tag/gears-of-war-2> servers a good hard boot, er, *re-boot* earlier this week, claiming that the new configuration will allow the matchmaking servers to support more players per server. Based on what we're seeing so far, matchmaking times have improved significantly, reports senior producer Rod Fergusson on the Epic Forums<<http://gearsforums.epicgames.com/showthread.php?t=644972> . Fergusson does admit, though, that potential delays are always looming. Playlists are subject to low player population at any time, for example, and there isn't always the right sized party to merge with your own party. Don't fret, Fergusson promises we're not done yet.

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