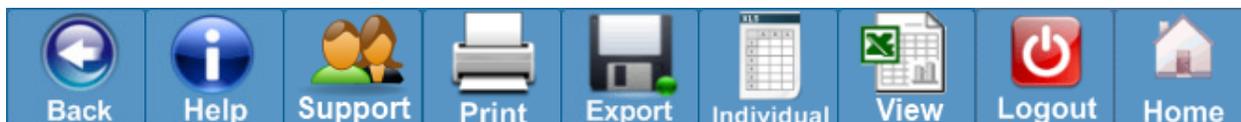


# Kwik Surveys



## Survey Invitations

Invitations Sent: **0**  
 Invitations Accepted: **0**  
 Untracked Responses: **168**  
 Total Responses Received: **168**

## Results Filtering

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### Question 1

Since the Master Server came back up, how many hours a week do you play SRB2 online?

less than one hour	50	31%
1 - 2 hours	32	20%
3 - 4 hours	33	21%
5 - 6 hours	17	11%
more than six hours	28	18%

Pop-up

### Question 2

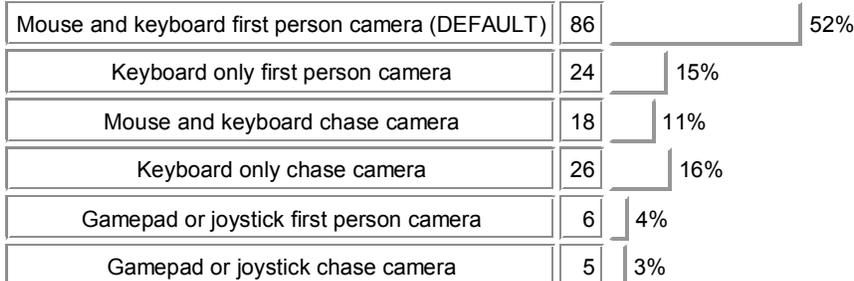
What is your general gameplay experience in a netgame? This is your average experience over any and all servers you have hosted or joined.

Very laggy choppy frequent freezes	15	9%
Quite laggy or choppy	31	19%
Periodically laggy or choppy	71	43%
Rarely laggy or choppy	38	23%
Completely smooth	11	7%

Pop-up

### Question 3

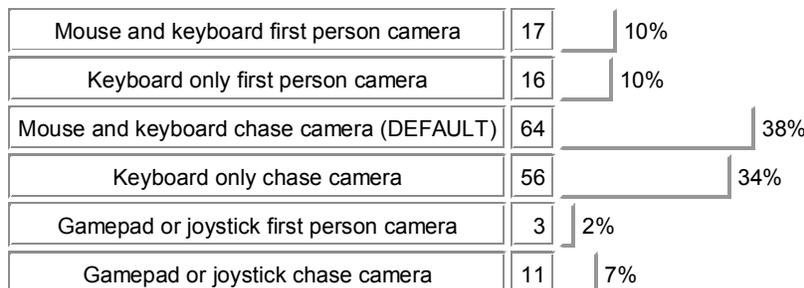
**In shooter modes (Match, CTF and Tag) in what manner do you control your character?**



Pop-up

**Question 4**

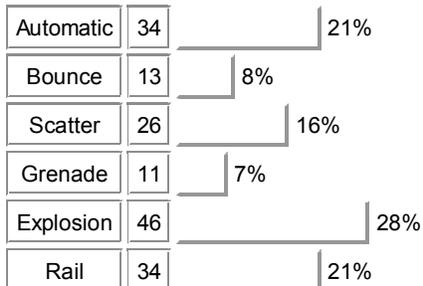
**In Race / Cooperative mode, in what method do you control your character?**



Pop-up

**Question 5**

**If you were to select only one ring weapon (not counting the default red ring) to use exclusively, which one would it be?**



Pop-up

**Question 6**

**If one ring weapon were to be removed from the game (not counting the default red ring,) which one would you miss LEAST?**



Scatter	10	6%
Grenade	32	20%
Explosion	9	6%
Rail	34	22%

Pop-up

## Question 7

What is your most used default character in Race mode?

Sonic	122	74%
Tails	22	13%
Knuckles	21	13%

Pop-up

## Question 8

What is your most used default character in Match / CTF mode?

Sonic	71	44%
Tails	43	26%
Knuckles	49	30%

Pop-up

## Question 9

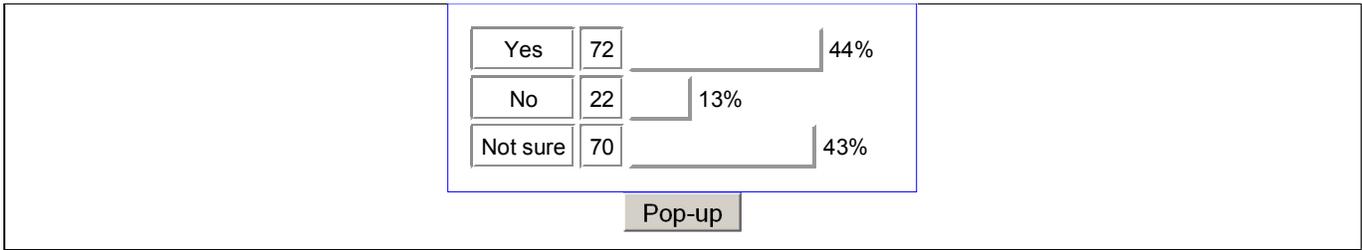
What is your most used default character in Tag mode?

Sonic	61	37%
Tails	43	26%
Knuckles	60	37%

Pop-up

## Question 10

**In closed development, Mixup monitors now transfer player's starpost information. This means that Mixup monitors could now be used in Race mode without completely breaking the game. Despite this, Mixup monitors can still give an unfair advantage to certain players. Would you support restricting Mixup monitors from working in Race mode, much like how Mixup monitors are currently restricted from working in Hide and Seek?**



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