
Subject: Ladder System Update

Posted by [momo1333](#) on Sat, 16 Aug 2003 13:24:22 GMT

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olddustWell for me atleast, the ladder did alot of things. For those of you who just go looking for a game and don't care the outcome or whatever, the ladder means nothing to you.

I've been playing C&C games for about 5 years now and the ladder kept things competitive. It made players want to win. What fun is it to win a game when theres no record kept of it. Thats why I bought this and previous C&C games in the first place. They had something that kept things competitive.

You should see how big of a hit this took on the clans. I've only been clanning for about a month, but I could remember getting on and seeing 5-10 people on either playing or setting up a game. Now I log on and see maybe 1 person, half the time that person is AFK. Its totally killed the clan part of this game.

I've already noticed a great drop in players in the bigger games. Sure only ladder whores play in those games but its a hell of a lot more fun then sitting in a 20 player server where the games over in 10 minutes on rush maps because people can't defend.

Its not another game thats going to end up killing Renegade. Its going to be the lack of competetion thats going to drive everyone away.

I couldnt have said it any better olddust. It really has killed the Clan wars. Sure, some clans still play alot, but with out the proof or stats....its pointless to some.
