

---

Subject: Re: Dying Ren

Posted by [Cunin](#) on Sat, 05 Dec 2009 15:34:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Most of the things you said, rrutk, are true for me, except the fact that we won't merge again with n00bstories, as I don't think that anyone from us or from them would like this.

The lack of players can be explained really easy imo, less (or none) new players because renegade looks every year worse compared to newer games (not that it matter for some people like me, but it does for the majority of players around the globe), and the older players getting bored of this game, that hasn't seen anything new in ages.

I'm one of those people who like 20+ players games, and I don't enjoy smaller ones that much (though I sometimes have fun with less players too), so I understand your feelings.

You're right about player count on the various servers, NS is rarely (if ever) full compared to just 1 year ago (and generally the player count decreases every year). Other servers have a better player count (usually), like Jelly or Atomix, but they also, like every other server, (almost)empty out quickly at certain times. That's a common problem on renegade since a few years. If you load up Resurrection you can see how total player count (between all servers listed on GSA) fluctuates between about 130 to about 280/300, which is a very small player base.

There are only a few communities/servers which has players, and I'd like to see all those always empty servers to disappear too, even though I don't think it will help much as they are always empty anyway.

I really don't think that anyone can do anything to help renegade live longer, because it's not something one can control, games simply dies sooner or later. TT won't work either, because it can't magically attract new players, and older ones will either don't like it, don't bother or like it, but I can't see how it can take back all of the old players into ren again.

One thing the remaining communities can surely (theoretically) do, and that's what you are suggesting I guess, is to help each other to have less but more populated servers, the problem is that I can't see how. There are a lot of communities which are friendly with each other, but that doesn't mean that they will decide to give away their players, and anyway how can you do it? The new merged server will need to have a new setup, which could be an average of the settings of the previous 2 (or more), and I think that their players will not appreciate, leading to an "exodus" to another server.

Maybe we can just decide to lower the max players of all servers to something better. 40 for example, that's the max that default maps can hold for enjoyable games imo, and that way the player count will be balanced between all servers.

I can't see this happening either, as no server owner wants to give away their players, even though it would be to help renegade.

So, to sum my thought, yes renegade is dying, but no, no one can, or want to, do anything about it.

---