Subject: Re: How do we get Renegade great again?
Posted by luv2pb on Mon, 23 Aug 2010 19:22:14 GMT

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snpr1101 wrote on Mon, 23 August 2010 03:08reborn wrote on Mon, 23 August 2010 02:45snpr1101 wrote on Mon, 23 August 2010 03:35reborn wrote on Mon, 23 August 2010 02:26 In any case, even if by some miracle it did happen, as soon as you start seeing a list of only 8 servers, someone will start there own community and put up a server.

So what? Isn't the original problem the lack of players rather than the division of them?

The suggestion put forward was done so with the intention of removing so many empty servers and consolidating them and their communities.
As soon as you do that, more servers will pop up (I believe the theory is that the strengthened larger, newly formed communities would then just better populate the servers that they merged with (making the new servers that pop up totally redundant), but in reality, the percent of server traffic that comes fromt he community forums is not as large as you might think, so I'd be willing to bet the theory is flawed somewhat).

I agree with you that the problem is the lack of players.

Servers that are empty - are empty for a reason. Merging empty servers and their staff to larger more popular servers seems pointless and asking for problems if you ask me. Why must servers and communities consolidate? I would presume that the appeal in each unique server is in itself the cause for the division of players and separate communities. Where does the necessity lie in having 10 different servers controlled by one community? Each server still serves it's purpose, they just have different names. The only necessary reason I can think of is when the current owners can no longer support their server; and so must hand it over to someone else.

More players will fill empty servers and increase community numbers if they so desire to play CTF, Co-Op (insert empty server mode here). As you say, that is the main problem at hand. Whilst probably being counter-productive to the thread - Is it even worth it? Is it not enough to play with what we have and remember our 8 years of renegade with fond memories.

Note that I do not mean to come across as critical, I am merely curious.

Every server has players but they don't want to play alone so they don't play. N00bstories could easily absorb 90% of the dysfunctional servers - not that I am saying that is what we want or would even be the best course. It isn't about the name or the staff members. If they had a place to play again then in theory they would. There is some truth to empty servers are empty for a reason but that isn't nearly the whole story.

For some reason server owners see that as defeat or an admission of failure. When in fact it is simply being a good owner and adapting to the times to give the players you do have an honest game. I'm not really sure at this point how some of these servers are even staying up. Who the hell pays that kind of money every month for a server to sit there idle? It's stupid too because the only two communities that are in a position to continue to sustain in Renegade are us and Jelly anyways.

What servers should do is stick to what they are good at and absorb the rest in that category. An example is us and Jelly. They kick our ass at marathon but we dominate them at AOW. So we should focus on AOW on and they should focus on marathon only. But as Jelly is so happy to admit he doesn't care about Renegade.

It really doesn't matter though because the people in place to do something about it are more interested in drama than the good of Renegade. No one actually gives a shit about this game so long as they can cause some drama or boost their ego.