
Subject: Clan gaming

Posted by [Spoony](#) on Sun, 08 Jan 2012 02:48:58 GMT

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I'm about to re-open the Renegade League over at Clanwars.cc.

This is due in no small part to the fact the anti-cheat seems to be holding out. It will actually be the first time in renehistory where the league didn't have a problem with cheats, unless you count a brief period when the game was new, and even then there were problems with bug abuse, pointpushing etc.

But now we finally have the opportunity for a competitive and fair gaming experience which is not only free from cheats, but is also able to take advantage of the bugfixes and balance tweaks that have proven themselves beneficial to the game's balance - removing the point bug, disallowing harvblock, infinite infantry ammo.

We have a couple of servers almost ready, just tweaking a couple of things and then we can get going. I'm greatly indebted to Caveman for helping me in this regard.

I know that the game is simply too old to expect the league to be as busy as it was, but there's no reason why we can't make it as good a gaming experience as it once was (and better than it was at some times in its history). All it'll take is respectful fair play and well-defined clans (in other words, make a clan with a strong identity, stick with that one clan of players, and keep botting to a minimum). It is also not necessarily such a bad thing that many of the Clanwars.cc regulars have quit the game - it means that players who are new to clan games can participate in the league with more success, and let's not forget that a lot of the Clanwars.cc community were - let's not put too fine a point on it - ***** ****burgers.

I've also - with reservations - decided to clear the banlist, although a clear banlist is not quite the same thing as a clean slate.

Stay tuned for more updates...
