
Subject: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade

Posted by [Goztow](#) on Sun, 11 Feb 2024 12:37:05 GMT

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:nod: This is a call to the Renegade community members to step up to participate to project "Tiberium Rise". :gdi:

Objective: increase the player base of Renegade, mainly by reviving some of the old player base and attracting new players

Critical success factors:

- support of the remaining community who needs to unite around this common objective
- patience and endurance
- a bit of luck

If you want to help with this project, please post here or send me a message on discord (see signature).

Step-by-step plan (work in progress, will be completed and suggestions are welcome)

1. Unite the community around project Tiberium rise, create a team

Critical success factor for this project.

Step 1: create a vision and mission that can be shared by the community as a whole - first version posted, continuous improvement

Step 2: create a team of community leaders who endorse this vision and participate in project Tiberium rise

Step 3 : unite the Renegade council and the (active) community

Step 4: together, make Tiberium rise a success

2. Enhance Accessibility

Critical success factor for this project.

Enhance accessibility by making it easier for potential players to acquire the game. Making Renegade a standalone buyable game on EA play or even steam would be a great help. Who is going to spend 20 € on a collection just to get Renegade? Also ideally the game would be installed with the TT patch already installed and include a link to renegadeforums for support.

Win-win: EA can get some income and remind of the C&C universe, we can get a bigger player base

Success translates as follows:

- Renegade is available as standalone product on EA play (and ideally also on other platforms) for a price around 3-4 € / \$
- The download includes the latest TT patch or a screen that invites you to download the latest TT patch
- The "information" screen for Renegade on EA play contains a link to renegadeforums.com for technical support by the community

Step 1: contact EA

2b. Improve New Player Onboarding

Objective: develop comprehensive guides, tutorials, and resources to help new players learn the basics of Command & Conquer Renegade quickly. Create video tutorials and written guides covering gameplay mechanics, strategies, and tips for success. Encourage experienced players to mentor newcomers and provide support through forums or in-game chat.

Step 1: retrieve existing basic strategy guides, tutorials, installation guides, FAQ's and update them

- They should be available on many remaining community forums, especially on renforums.com
- Setup a collaboration with <https://cnc.community/> ?
- Create a specific subforum "for new players" on renforums where we can group this information

Step 2: translate (some of) them into youtube video's as many new players prefer video over text

Step 3: encourage experienced players to help newer players in-game, create a n00b-friendly playing environment

Step 4: organize specific events for new players, where they can get some help to learn the game (discord help?)

3. Revive Renegade Forums and link with the remaining community

Objective: utilize the restored Renegadeforums website as a central hub for communication, community engagement, and information dissemination. Link renegadeforums with the remaining active communities so the different communities and renforums can reinforce each other.

Encourage active participation from both old and new players by creating discussion threads, organizing events, and sharing gameplay tips and strategies. Regularly update the website with news, patch releases, and community highlights to maintain interest and attract visitors.

Step 1: revive renforums – done

Step 2: update stickies – work in progress

Step 3: create a new renforums crew (moderators, server owners, ...) – work in progress

Step 4: contact the remaining communities and the old school communities (Jelly, n00bstories, clanwars, reddit?) to gather a massive amount of old school contacts

Step 4: contact the old user base (mass mail?) to invite them to come back to Renegade

Step 5: get influencer attention on this initiative

4. Social Media Promotion

Objective:

Leverage social media platforms such as Twitter, Facebook, and Reddit to reach a broader audience. Share gameplay videos, nostalgic content, and updates about the game's community and development efforts. Encourage existing players to share their experiences and invite their friends to join the community.

Reach out to gaming influencers, streamers, and content creators who specialize in retro or niche gaming content. Offer them access to Command & Conquer Renegade and encourage them to create gameplay videos, livestreams, and reviews to showcase the game to their audiences. Collaborate with them to organize community events or promotions to attract new players.

Step 1: create a crew of enthusiasts to create gameplay videos and nostalgic content

Step 2: reach out to influencers specializing in retro gaming

5. Continuous Community Engagement

Objective: host regular in-game events, tournaments, and competitions to foster a sense of community and camaraderie among players. Promote these events through the Renegade Forums, social media channels, and relevant gaming communities. Offer incentives such as in-game rewards or exclusive content to encourage participation and attract new players. Encourage players to share their ideas, suggestions, and concerns about the game and its community. Demonstrate a commitment to addressing issues, implementing improvements, and fostering a positive gaming experience for all players.

Who am I?

I'm Goztow, aka Gozy. I live in Belgium and started playing Renegade in 2003 when I was at Uni. Next to playing the game, I have always tried to be involved in the Renegade community, I've always loved to bring people together around this unique game. Some of my previous roles include co-founder and clan senior of The KOSs2 Renegade clan, server owner, moderator at Renegadeforums.com, organizer of several Renegade related events (tournaments, community wars, ...). I played Renegade actively for 10-15 years and then real life took over. I returned to Renegade early 2023 and was pleasantly surprised on how well it aged. I recently helped to restore renegadeforums, am an active moderator on a Renegade server and was at the basis of the revival of more competitive Renegade games (which ended up in creating ReneWars).
