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 eachother. 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 enthousiasts 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).

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by XD_ERROR_XD on Mon, 12 Feb 2024 08:04:49 GMT
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I've had a tutorial/tips video on my mind for a long time already. Maybe I should get around to actually trying to make something after all :)

I'd probably split that up into two videos for beginner and advanced stuff. If I really get at it I can probably get something made before the anniversary event. I'll keep you guys updated! Feel free to just write down anything you guys think should be included!

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by Goztow on Mon, 12 Feb 2024 15:11:03 GMT
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Great to here this error! Pwncall also contacted me with some similar ideas. You might want to coordinate with him?

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by escelade3 on Mon, 12 Feb 2024 16:42:45 GMT
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I know this place used to be a meme factory / dumpster fire, but I think in order to attract new players we need to make sure the current community isn't causing a toxic environment for noobies to join.

Any thoughts on a TT update for language filters? Not sure if it's possible but don't think it's a bad idea to globally sensor hateful words.

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by Goztow on Mon, 12 Feb 2024 17:49:32 GMT
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I seem to remember there was a language filter in the client options. This seems a better solution to me

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by Jerad2142 on Mon, 12 Feb 2024 23:04:26 GMT
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Looks like a solid plan for sure, I really don't recall the forums ever being toxic toward the end, mostly because we made a spam forum where that was all vented.

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by Tunaman on Tue, 13 Feb 2024 06:53:30 GMT
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Yeah, I don't think these forums in particular were toxic, but you certainly have a good idea for an ingame filter.

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by Unstoppable on Tue, 13 Feb 2024 11:13:50 GMT
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escelade3 wrote on Mon, 12 February 2024 19:42

Any thoughts on a TT update for language filters? Not sure if it's possible but don't think it's a bad idea to globally sensor hateful words.
I'm pretty sure that language filter option in Multiplay Options menu does nothing. TT is unlikely to implement word filter because TT wouldn't be able to keep that list up to date and SSGM/Dragonade have enough flexibility to allow community developers implement their own word filters. There are several word filter examples around the community to prove this:
- BRenBot Warnings plugin has a disallowed words list. (Doesn't modify message but warns player)
- Essentials plugin offers a word filter. (Hides message)
- MPF has a private word filter implementation. (Censors words)

A global word filter at this point would be possible by convincing the community administrators to use one.

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by Xylaquin on Wed, 06 Mar 2024 18:59:47 GMT
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Acquiring Renegade:
I'd love if Renegade was available to buy and download on Steam, but I suspect EA would rather not syphon any cash to Valve and opt for their own platform. Still, the remastered collection appeared on Steam so perhaps EA can be convinced?
Buying a second hand copy of Renegade from eBay must be a cheap alternative to buying the entire collection. Plus you don't need an EA account or their app/Origin etc.

New player onboarding:
There used to be the Renegade Wiki -
https://web.archive.org/web/20070510131340/http://www.renegadewiki.com/index.php?title=Main_Page
Nowadays people like videos, so the perfect way of showing people how C&C Mode works would be a clearly narrated video, perhaps a series of short videos on each topic.

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by XD_ERROR_XD on Thu, 07 Mar 2024 10:35:50 GMT
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Xylaquin wrote on Wed, 06 March 2024 19:59Acquiring Renegade:
[list type=circle]

[*]There used to be the Renegade Wiki -
https://web.archive.org/web/20070510131340/http://www.renegadewiki.com/index.php?title=Main_Page

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https://w3dhub.com/forum/documentation/game-guides/renegade/
Some of these got saved here but we can always try adding more! (thanks W3D team :inlove:)

There's also the Prima strategy guide which is honestly kind of inspiring to me on how we could try making an onboarding guide:
https://ia601205.us.archive.org/33/items/Command_Conquer_Renegade_Prima_Official _eGuide/Command_Conquer_Renegade_Prima_Official_eGuide.pdf

And yes... there's the literal readme.doc file from the stock Renegade installation that's also quite helpful in giving the most basic of tips in a concise manner... give it a look!

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by iRANian on Thu, 07 Mar 2024 19:04:55 GMT
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C&C renegade is on steam now

https://store.steampowered.com/app/2229890/Command__Conquer_Renegade/

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by Xylaquin on Sat, 09 Mar 2024 15:16:29 GMT
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With the Steam release, hopefully we might have a little ReneRenaissance!

 I've been putting together some onboarding guides for new players, they're work in progress as I get more pictures/info.
 I've not been able to test this, but someone on the Steam forums suggested you can buy Renegade or any of the other bundle items individually if you do this:
Quote:You can buy them individually, you just need to add it to your cart through SteamDB.
Go here: https://steamdb.info/app/2229890/ and install the browser extension, then click "add to cart", go into your steam client and it will show "there was a problem displaying this item", but the price is correct. Click continue to payment and it will show the image of what game you added.
 Could we reach out to EA and get them to officially release TT over Steam? Not sure how that would work for the non-Steam release, unless the original update mechanism could still be used to affect all players.
 I learnt that these forums were back as a result of Gozy's ingame tag/subtitle. Might be worth more people doing that, I don't see RenCorner advertising this forum over their own.

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by Goztow on Sat, 09 Mar 2024 16:15:21 GMT
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We reached out to EA. They will not officially release renegade as a sole game or release renegade with TT patch. Adding TT patch to official renegade would be remove the community's fast release policy as well which is not wanted. Imagine having t go through an ea approval for every tt release?

The basic tactics guides are very useful! Could you copy paste them in our own tactics an strategies subforum? We need to make videos of them as well. Nowadays all is about video.

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by Xylaquin on Wed, 13 Mar 2024 16:20:56 GMT
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Goztow wrote on Sat, 09 March 2024 16:15The basic tactics guides are very useful! Could you copy paste them in our own tactics an strategies subforum?
Will do once I get some more screenshots, have been away from the house for a few days.

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by brookesxx on Thu, 28 Mar 2024 14:20:49 GMT
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I'm all for bringing back players and getting new ones!

On a personal level, as with Tom Spencer-Smith, I'm going to keep connecting with former developers from Westwood to keep getting some stories and insights into our favourite game. I want to know more about how it was made and the people behind it - you may also find it interesting along the way.

I will try anyone connected with the game from QA, Sound, Project Management etc. If anyone has any connections, please let me know. I'm using LinkedIn, Facebook and all sorts of ways to connect.

I'd love to do more like this and publish them here like with Tom.

https://www.renegadeforums.com/index.php?t=msg&th=41285&start=0&

That could be a role I play to help Gozy

Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade
Posted by Goztow on Mon, 01 Apr 2024 10:00:02 GMT
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It has been almost 2 months, so I though it would be good to give an update.

We've gathered overall support for our ideas, from many community leaders and even from our contact with EA. Albeit most of the support was moral support, a couple of initiatives have been taken, so we now have a youtube channel (thanks pwncall and xylaquin) and someone stalking the Westwood developers (thanks Brooksey!). I've started to manually e-mail former renegadeforums members and we've had some success with returning members! But obviously the biggest inflow of new Renegade players came from the Steam release. So that was a fortunate coincidence :wink:.

The Renegade council has been thinking of ways to keep the new players around. The discussions aren't easy because the views are somewhat different, but it's good that we're all talking about it and trying to be creative. TT has done major updates to accommodate the steam players, thanks to them for that!

Renegade will not be released as standalone game, but I think the current steam release at 9.99 $ is a good enough deal for most who want to make a comeback.

New player onboarding wasi mprooved thanks to guides on steam and a youtube video explaining how to install Renegade. Social media attention can still be improoved.