
Subject: Re: Question/suggestion regarding RenegadeCommunity.com

Posted by [Spoony](#) on Thu, 08 Jun 2006 06:49:52 GMT

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OK - let me just outline some of the differences between the two options here.

ACTIVITY

Speaks for itself. The CW ren league was reset at the beginning of June, and in that space of a week we've had thirty clans and about 150 warriors sign up. So far we've had about 200 games this week - shall we be optimistic and say that's a thousand games a month? The "official" league has three clans, apparently... one of which has never played, the other two have only played one game between them.

UP-TO-DATEDNESS

The CW ren league is always up-to-date. If you look at this image, <http://img.photobucket.com/albums/v284/MaidenTy1/rencom1.jpg> you'll see the last time the league was updated was the 8th of May. Therefore that "one game" I mentioned was actually played over a month ago, and yet for some reason it counts for the June ladder. (in fact, it *is* the June ladder...) Do you understand? Stone me, I don't.

MODERATION

The CW ren league has a comprehensive rules list and a team of admins who solve all problems reported by players (games that need adding/fixing, complaints of rulebreaking, and so forth) almost always within a day of them being posed. On the other hand, let's say I played a clanwar on the "official" league. What are the rules? What if someone breaks them, or outright cheats against me? How would I report that, and who to? Could I get the game removed/fixed? Would they receive a penalty?

Is there a single person on this forum who can satisfactorily answer any of those questions? Hell, is there anyone who even knows WHO COULD satisfactorily answer any of those questions?

PRIZES

We've got some C&C collectible goodies. Nothing spectacular, but it's something. The "official" league doesn't even have an announcement of who wins.. but then, with an average of 0.5 games a month I guess there's really no need for one.

POINTS SYSTEM

We've got an expertly tailored points system which rewards skill and competitiveness in the ladder. Play and beat the top clans and you'll reap big points for it - if you prefer to only play new, low ranking clans, you won't be seeing a cup for it. The "official" ladder apparently gives you squat for a win, and deducts you one point for a loss. Huh.

FUNCTIONALITY

We've got shiny battle logs, bracketed tournaments, a built-in private forum for any and all clans who want to use it, detailed clan/warrior rankings, and a Hall of Champions. We also support FOUR different types of gameplay: All Out War, Sniping, Lobby Wars, and - wait for it - Red Alert: A Path Beyond (The RA:APB team expressed their enthusiasm and backing for this move, I might add)

The "official" ladder has nothing anywhere near that - all I see is a rudimentary clan rank that is to

our system what the wheel is to a space station.

Shall I go on? I can...
