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Subject: Re: What happen to this game?

Posted by [Goztow](#) on Mon, 01 Oct 2007 06:44:34 GMT

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IronWarrior wrote on Sun, 30 September 2007 23:28luv2pb wrote on Sun, 30 September 2007 15:52You guys make my head hurt.

I didn't own myself. I conceded that, sure, some of our "new player" traffic is because of our high nick. But those people and all the others come back for a reason. We have a server they like. We have something they can't get elsewhere. We don't keep our 50 player server full on the random new guys that pick us because were at the top of the list.

As you pretty much run an classic aow server, what is so awesome about it?

FanMaps and MP had a few top a00 names once and the server would always be FULL, since wol to xwis fucked that up and we lost our names, our "new player" numbers have dropped and our community was never the same again without that nick.

Now, I'll do agree you have alot of old players, who keep you're server alive, but they only old, because at first, just like us all, would join the servers at the top.

I'll remember that the WNx and Koss used to have top server names, I've would join them all the time in my first days of Renegade, now they have are in the middle to bottom.

With our KOSs2 server, we've been through all stages. We got to use the a0000002-nickname for several months and had a lot of players indeed. We put in an anti swearing policy which wasn't appreciated by everyone but a lot of people also liked it and most players got used to it. Server kept very populated.

Then we moved way down to a000000bl (which is about the middle of the list). We hardly saw any new players, but some of the regulars kept coming but only due to the fact we have an active clan that kept playing there. The serevr hardly ever was over 10-12 players, though.

We now are at a0000000b which is one of the last nicknames on the first page (or second if you're on a low resolution). Server is now quite often around 16-20 players (max is 24), it fills up at sunday evenings.

So there you go: from top to bottom to almost top, the number of players is clearly influenced by the place you got. I need to agree that we got regulars over that time and they now form the majority of our players. When we were at a00000002 I saw a lot more names I just hardly knew.

I think n00bstories may be a bit of an exception: they might keep a lot of their players if they drop off first page but I believe it would still loose at least a third of their player number. Then again: why else would they use the a000 - nick . Saying you can get as much traffic with a zzz-nick as with a a000-nick is bullshit. Some communities surely could limit the player drop though but isn't that because they got known thanks to a000-nicks in the first place (except the really old communities that were around before the a000-stuff started).

As last exemple: I remember joining a to me unknown a00-server several months ago which had an sfps of 15 and dropping (!). It was filled with 26 players, all complainiong about lag but staying in the server to play!

BTW: this is unrelated to the discussion if a000 is "fair" or not, I don't think there currently is a different system that would work as good as this one does. There could be one if we got access to the patch system and people could start selecting favourite servers and/or servers would be auto ranked on amount of players (could be in % of max players, for exemple). But that's a different discussion .

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