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Subject: Re: How do we get Renegade great again?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 22 Aug 2010 23:25:39 GMT  
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Goztow wrote on Sun, 22 August 2010 03:38: Ideally we'd just have a list with 8-ish serversn all with a different setup / purpose (snipe, modded, big, small).

This is a good idea. One of the reasons why I don't play original C&C Renegade anymore is the sheer amount of server-side mods that most servers (all active servers?) have. Call me old fashioned, but I prefer classic Renegade gameplay with a few mods (vehicle-lock, a few other simple ones) over a lot of the crazy mods we see today. I also prefer medium games (14-20 players) over really big or really small ones.

It would be good to minimize the amount of servers and get everyone focused on playing on 5-8 servers instead of the 30 or so that are online and mostly empty. More communities should consider merging players, resources, etc. and just have two or three of each server type (two sniper servers with different rules/mods, two differently modded servers, two 24 player servers and two 64 player servers).

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