
Subject: had a thought: "Community League"

Posted by [Spoony](#) on Fri, 16 Mar 2007 00:45:48 GMT

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this will be a long post but bear with me (it's basically a copy+paste of what I'm posting on other forums)

I had a thought today, based on some of the community matches being played lately between different communities (in other words, large organised games between, for example, Jelly-Games and N00bstories), where a server community (or a large clan) forms a team of their own populace to take on another community.

To name a few: Jelly-Games, Black Cell, Black-Intel, N00bstories, UNRULES, Ren-Archive, Clanwars.cc, the larger clans such as Koss2 and WNx, and maybe even Renegadeforums.com itself.

Assuming the players in the match behave themselves, these matches allow for (in my opinion) the best experience Renegade can offer. The reason is simple: you pick your own team. You'll be teamed up with the same guys you game with on a daily basis, and you know you won't have to put up with tank thieves and players who have no interest in teamwork - everyone is there to work as a team. I have never seen any kind of teamwork in public servers which comes anywhere near the level of strategy that is possible in a community match where the entire team is co-ordinated.

Anyway. These things tend to be one-off events, but I thought it might be an idea to form a kind of "Community League".

Now, the word "league" might mislead people. I say "league" because I'm at a loss for a better term, because this concept isn't based on a tournament with a points system. It'd just be for fun.

The basis behind it would basically be a forum (a forum section of Renegadeforums.com seems the most

obvious choice) where a representative of each community who steps up can organise games. For example, let's say Ren-Archive joined the League and their rep is Wyld. At the moment what'd probably happen if Wyld wanted a community match would be to approach someone else's forum and ask them. Instead he could simply post an "open challenge" on a specific date... and let's say Jelly decides "yeah, we can get our guys on then". Would probably be a convenient way of organising these things on a regular basis. The forum could also be used to post an archive of results and screenshots, which would be rather cool.

Each community could deal with signup in its own way - they wouldn't need to sign up players to the "League", just the community as a single unit.

Also, the participants of the League (in other words, one representative of each community who joined it) could vote on stuff like a uniform set of rules for the games, a Code of Conduct to keep things clean (e.g. a community who cheats or is excessively abusive could be booted out of the League)

Anyway. I'm posting this thing on several forums, generally forums of communities who I know have played matches like this recently. We'll see what reaction the idea gets. What I'm ideally gunning for is for each community who wants a part in this to designate one "leader" if you will,

basically a representative. EG Ren-Archive's might by Wyld, Jelly-Games could be Herr or Jelly himself, N00bstories could be Jason, etc. I'd be for Clanwars. These reps could go over the rules of the league etc, and get the ball rolling. I'm also asking Crimson if it would be possible to make a forum section here devoted to this idea, which I could moderate as needed (I'd only need to make a couple of sticky threads).

kudos to anyone who actually read all this

Thoughts...?

Subject: Re: had a thought: "Community League"
Posted by [Spoony](#) on Fri, 16 Mar 2007 02:29:43 GMT
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tbh if it influences anybody's thoughts, Jelly-Games and Ren-Archive are already on board... and Clanwars, obviously.

Subject: Re: had a thought: "Community League"
Posted by [Crimson](#) on Fri, 16 Mar 2007 02:33:53 GMT
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I don't see why not. My guys always seem to schedule these things when I'm not able to play, but I know they all have a good time, win or lose. Get a couple more folks on board and I'll set up the forum for it.

Subject: Re: had a thought: "Community League"
Posted by [Spoony](#) on Fri, 16 Mar 2007 02:46:35 GMT
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Cool, thanks. Jelly, Ren-Archive and Clanwars are pretty much on board already, I'll lay odds Jason will like the idea for N00bstories because he was telling me he was looking for more matches... posting it on some other forums too.

Subject: Re: had a thought: "Community League"
Posted by [cmatt42](#) on Fri, 16 Mar 2007 02:48:24 GMT
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I remember someone posting nearly the exact same idea, and the poor bastard got ridiculed by just about everyone.

Subject: Re: had a thought: "Community League"
Posted by [Spoony](#) on Fri, 16 Mar 2007 02:55:05 GMT
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I'll take the risk.

Subject: Re: had a thought: "Community League"
Posted by [JeepRubi](#) on Fri, 16 Mar 2007 03:50:00 GMT
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This is a great idea. We (the renegade 2007 dev team) were having a similar idea about playing some games against communities, not competitively, but just for fun. I'll talk to some of the other devs and see what they think, but I think we're in.

Subject: Re: had a thought: "Community League"
Posted by [Goztow](#) on Fri, 16 Mar 2007 07:26:20 GMT
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It seems like a good idea to me. Something between a CW and a public game, a bit like the I-CW's The KOSs2 and their allies have been doing for a couple of years now. We'll discuss it in The KOSs2 internally for sure and let you know what comes out.

Subject: Re: had a thought: "Community League"
Posted by [jnz](#) on Fri, 16 Mar 2007 07:53:46 GMT
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nice idea. would be cool if it actually happened.

OT: I disagree with the no teamwork in public servers. Although yeah, most of the time, nothing gets done. Sometimes though, you have those miracles. One time on Hourglass, we were GDI and I went to the top of the hill. Looked over and thought "Holy crap". They had massed about 20 flamers. But ofc, they ignored my warnings and at that point Nod won.

Subject: Re: had a thought: "Community League"
Posted by [Hex](#) on Fri, 16 Mar 2007 08:58:18 GMT
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Sounds like a great idea, n00bles would love to be involved

Subject: Re: had a thought: "Community League"

Posted by [puddle_splasher](#) on Fri, 16 Mar 2007 09:02:57 GMT

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It is a fantastic experience playing in the Fun-wars. There is always lots of excellent Team-play and it is a time to meet new players from other servers.

UN + N00bstories have tried it a few times and had great success. This will work with other clans.

All the best!

Subject: Re: had a thought: "Community League"

Posted by [Carrierll](#) on Fri, 16 Mar 2007 17:57:14 GMT

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As an admin of www.x-revolution.org (we're pretty new, we split from Xphaze after Yonnie was busted cheating (properly) and the whole community fell apart) We're pretty small, but I'm happy to say that we're in.

This idea rocks.

Subject: Re: had a thought: "Community League"

Posted by [Spoony](#) on Fri, 16 Mar 2007 19:59:35 GMT

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k

On Board already:

Jelly Games
Ren-Archive
Clanwars
X-Revolution
N00bless

Generally positive response but nothing really confirmed e.g. by an admin:

Renegade 2007
Black Cell
N00bstories
Black Intel
KOSs2
UNRules

Subject: Re: had a thought: "Community League"

Posted by [Carrierll](#) on Fri, 16 Mar 2007 21:57:08 GMT

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Due to an annoying web error, our site is currently not up, and If you need to contact me, I'm on irc://irc.ia-net.net/x-rev
Thanks (Edit button expired on the last post)

Subject: Re: had a thought: "Community League"
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 16 Mar 2007 23:56:28 GMT
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Yeah if this happens Renegade 2007 is in. Like what Jeep said, we had a similar idea before.

I'll also go ahead and talk to the NE community. We're a pretty big clan with hundreds of people following our forums, also did some Reborn testing in the past. So if you guys consider NE as a "big clan" then I'll talk to my boys.

Subject: Re: had a thought: "Community League"
Posted by [Crimson](#) on Sat, 17 Mar 2007 03:25:12 GMT
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Can we come up with a better name? League, of course, infers competition where there shouldn't be. Something like "Renegade Community Connection Network" but not so long, so lame, and maybe a better acronym.

Subject: Re: had a thought: "Community League"
Posted by [Titan1x77](#) on Sat, 17 Mar 2007 04:27:48 GMT
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Great idea, Although im not sure if we (the Renegade 2007 dev team) are large enough to compete with other "large" community's, Im thinking out of the 20 or so members we have about 15 are active and out of those 15 only about 10 or so on any given day could make it for the game.

I had the idea of us setting up an organized 10vs10 or so with several of the community's that are active... just as a fun match, also to chat with some of the community about our project and get to know us a bit more all while having fun with good match of Renegade.

But like I said on any given day im assuming only 10 or so of us will be able to make it.

Subject: Re: had a thought: "Community League"
Posted by [Carrierll](#) on Sat, 17 Mar 2007 06:46:40 GMT

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It's little different for us due to how old we are, the fact our servers are down etc. So, we'll only be able to field about 10 players at a time, the smaller communities could either team up against someone bigger (say, n00bstories), or play against each other.

Subject: Re: had a thought: "Community League"
Posted by [Goztow](#) on Sat, 17 Mar 2007 10:11:50 GMT
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This doesn't necessarily need to be a 15v15. Smaller community games can also happen .

Why not "Renegade community gaming"?

Subject: Re: had a thought: "Community League"
Posted by [Spoony](#) on Sat, 17 Mar 2007 14:27:32 GMT
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Smaller games are perfectly possible - sometimes they can actually be more strategic than the larger games, because of the vehicle limit i.e. more emphasis on vehicles and rushes.

Subject: Re: had a thought: "Community League"
Posted by [Spoony](#) on Sat, 17 Mar 2007 20:04:29 GMT
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k, step "get people interested" is complete... next steps:

1. The Name

tbh, "Renegade CGN" is the best I can come up with (Community Gaming Network)... if anyone has a better suggestion, I'm all ears.

2. Signing up for it. Need to know the following:

- Official name of the community as you want it to be known
- Elect one representative who will act as a spokesperson for the community (there will very probably be polls on certain things in which each community will have one vote - that spokesperson will have the vote)
- A contact e-mail for that representative - and, if the user name on this forum isn't what they're commonly known by, state that too.

EG, my signup details are as follows
- Clanwars.cc

- Spooky
- spooky@clanwars.cc, forum nick "MaidenTy1"

If you're undecided whether to sign up, my advice is sign up anyway - signing up your community doesn't mean you HAVE to play any matches, but we will debate things like the Code of Conduct, and signing up now means you will have able to influence things like that. You can always alter details like the chosen representative, simply by notifying me at a later date.

3. Laying the groundwork

We'll come to an agreement about a Code of Conduct to help ensure good behaviour and an enjoyable gaming environment... this will cover stuff like cheating, overly abusive individuals, etc. There will also be a suggested rules list, in regards to things like Flaming APCs, ref hopping and the like, as well as stuff like starting credits, !donating... We will hold a vote over stuff like this. The decisions reached by this vote won't be COMPULSORY for all community matches, but they'll be a set of default rules for everyone to see. If both communities in a match want to agree to different rules beforehand, they're welcome to. If not, they can save time before each community match by just saying "default rules?" "yeah, sure"

4. Server hosts

What would be awesome is if a few good souls can volunteer to donate servers for use in these matches. EG, Renebad from my community has said he can. These hosts may be linked to a signed-up community, though it's possible they may not.

Subject: Re: had a thought: "Community League"
Posted by [egg098](#) on Sat, 17 Mar 2007 22:01:05 GMT
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Black-Cell will be participating in this, looks like a really good idea.

- Black-Cell.net
- Representative: Egg098
- Email: matches [at] black-cell [dot] net (forwarded to egg098 [at] black-cell [dot] net and admins)
- Renforums forum nick "Egg098", Black-Cell forum nick "Santa Claus"

Looking forward to getting it started!

Subject: Re: had a thought: "Community League"
Posted by [Jellybe4n](#) on Sun, 18 Mar 2007 00:10:18 GMT
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Question:

Numerous players are part of more than one community. Do we allow players to play for one community only?

We have a fair few clanwars players on our server, as do many other communities. There's no point in allowing people to play for several communities.

Subject: Re: had a thought: "Community League"
Posted by [Wyld1USA](#) on Sun, 18 Mar 2007 01:16:56 GMT
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-Jelly Community (Includes RA servers..one community together)
-Wyld1USA
-Wyld1USA@excite.com
-Forum nick "Wyld1USA"

Subject: Re: had a thought: "Community League"
Posted by [raven](#) on Sun, 18 Mar 2007 01:28:20 GMT
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If you want your own website at some point for this, I will be able to provide a top level domain and ad-free hosting for it, for free of charge.

Subject: Re: had a thought: "Community League"
Posted by [jason761](#) on Sun, 18 Mar 2007 01:30:51 GMT
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n00bstories
chasetheace1942@hotmail.com
jason761

Subject: Re: had a thought: "Community League"
Posted by [CarrierII](#) on Sun, 18 Mar 2007 07:46:21 GMT
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X-Revolution (Or X-Rev if a shorter nick helps)
Representative - CarrierII
Email - I've only got a personal one, which I don't feel like posting here. I'll PM you.
Forum Nick - CarrierII

Subject: Re: had a thought: "Community League"
Posted by [Goztow](#) on Sun, 18 Mar 2007 08:33:42 GMT

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I got a question relating to the subforum. Could we make it so only representatives can post but anyone can read it. That way all our members can follow up what happens .

Subject: Re: had a thought: "Community League"
Posted by [puddle_splasher](#) on Sun, 18 Mar 2007 09:14:12 GMT
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Crimson wrote on Fri, 16 March 2007 21:25Can we come up with a better name? League, of course, infers competition where there shouldn't be. Something like "Renegade Community Connection Network" but not so long, so lame, and maybe a better acronym.

Why not keep it as "Funwars" like Noobstories and UN call it?

Subject: Re: had a thought: "Community League"
Posted by [Enforcer](#) on Sun, 18 Mar 2007 09:28:58 GMT
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i the duly elected (volunteered by Hex) spokesnumpty hereby officially enter
n00bless.com
daveb700@msn.com
Game nick Fooker
Forum nick Enforcer

Subject: Re: had a thought: "Community League"
Posted by [Jellybe4n](#) on Sun, 18 Mar 2007 10:47:07 GMT
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Goztow wrote on Sun, 18 March 2007 03:33I got a question relating to the subforum. Could we make it so only representatives can post but anyone can read it. That way all our members can follow up what happens .

That is a good idea, you surprise me

Any questions are raised through their community representative.

Subject: Re: had a thought: "Community League"
Posted by [Wyld1USA](#) on Sun, 18 Mar 2007 14:18:54 GMT
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-=[UN]=Rules Community
-Wyld1USA
-Wyld1USA@excite.com
-Forum nick "Wyld1USA"

Subject: Re: had a thought: "Community League"
Posted by [Spoony](#) on Sun, 18 Mar 2007 14:24:34 GMT
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OK - I believe I can set the forum so that it's publicly viewable, but only certain people can post there. That would seem the best choice.

Atm I'm compiling the communities and reps who've signed up.

Subject: Re: had a thought: "Community League"
Posted by [Hex](#) on Sun, 18 Mar 2007 15:07:14 GMT
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If there are plans to have some sort of a league list/wins/matches ect, I'd be happy to do the php side of it and I can also host anything needed and even sort a domain and hosting if required

Subject: Re: had a thought: "Community League"
Posted by [EvilWhiteDragon](#) on Sun, 18 Mar 2007 15:55:33 GMT
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Signing up:

BlackIntel (www.black-intel.net)
EvilWhiteDragon (ingame EvlDr4g0n)
evilwhitedragon@planet.nl

I think that TK2 and BI could provide 1 server, but that depends on how our new shared server will work out.

Subject: Re: had a thought: "Community League"
Posted by [Goztow](#) on Sun, 18 Mar 2007 16:19:31 GMT
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- The KOSs2 (www.thekoss2.org)

- Goztow (ingame Gozy)
- you can PM me on this forum which will send me a mail to my e-mailadress or contact on msn go_stuff [at] vt4.net (that mailadress doesn't work though, just used for msn.)

Subject: Re: had a thought: "Community League"
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 18 Mar 2007 16:30:45 GMT
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If my community agrees, we'll be signed up by Tuesday.

Subject: Re: had a thought: "Community League"
Posted by [trooprm02](#) on Sun, 18 Mar 2007 19:42:55 GMT
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great idea, now ive got a question. Will there be a universal sorta list on how each community can choose it members/players?

Subject: Re: had a thought: "Community League"
Posted by [TD6|b2412](#) on Sun, 18 Mar 2007 20:27:49 GMT
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Signing up...

The Dead 6 Gaming Community (Dead 6, or The Dead 6 for short) (forums:
<http://thedead6.forumer.com>)
b2412
thedead6gamingcommunity@hotmail.com (official e-mail address for community, checked by me)
TD6|b2412 forum nick

Subject: Re: had a thought: "Community League"
Posted by [Spoony](#) on Mon, 19 Mar 2007 00:29:53 GMT
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trooprm02 wrote on Sun, 18 March 2007 13:42: great idea, now ive got a question. Will there be a universal sorta list on how each community can choose it members/players?
tbh, each community's representative can handle signup/team selection in whatever way they see fit.

Subject: Re: had a thought: "Community League"

Posted by [Spoony](#) on Mon, 19 Mar 2007 00:38:03 GMT

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OK - I've given all the more recent signups posting access to the CGN forum.

I'm making a thread outlining the next step now.

Subject: Re: had a thought: "Community League"

Posted by [trooprm02](#) on Mon, 19 Mar 2007 00:39:43 GMT

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I think a renforums team would be cool. And it would go back to the Renforums vs cw.cc discussion we had a while back if anyone remembers it. I wouldn't mind putting together a team for here, depending on who's interested

Subject: Re: had a thought: "Community League"

Posted by [Tunaman](#) on Mon, 19 Mar 2007 04:33:26 GMT

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I honestly don't really think there are "renforums" players.. There's n00bstories players, there's cw players, there's jelly players.. but "renforums" players? I think most of the people that post here are a part of another community.. I don't think that there are people here that play together that aren't a part of another community tbh.. That's one reason why its Renegade Public Forums, its for everyone basically.

Subject: Re: had a thought: "Community League"

Posted by [JPNOD](#) on Mon, 19 Mar 2007 09:02:20 GMT

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trooprm02 wrote on Sun, 18 March 2007 19:39 I think a renforums team would be cool. And it would go back to the Renforums vs cw.cc discussion we had a while back if anyone remembers it. I wouldn't mind putting together a team for here, depending on who's interested

Pointless. Renegade forum doesn't have a server so whats the point in that? A community is where you started and where you feel kinda like home known players ingame that teamwork with.

I had experiences with past community games, and it can be very fun because there is alot of teamwork and you have someone leading it can't go wrong and you do things that have not been done before. Good Idea I hope that this will bring the community better togheter and make it more competitive.

Subject: Re: had a thought: "Community League"
Posted by [Spoony](#) on Mon, 19 Mar 2007 14:14:11 GMT
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I've typed up a general outline of what the Renegade CGN is about, it's on the Renegade Wiki.

http://www.renegadewiki.com/index.php?title=Community_Gaming_Network

Subject: Re: had a thought: "Community League"
Posted by [Renx](#) on Mon, 19 Mar 2007 14:48:58 GMT
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Hex wrote on Sun, 18 March 2007 11:07If there are plans to have some sort of a league list/wins/matches ect, I'd be happy to do the php side of it and I can also host anything needed and even sort a domain and hosting if required

If there were to be any pages regarding this I think they'd be better suited for the renegadecommunity site.

Subject: Re: had a thought: "Community League"
Posted by [Titan1x77](#) on Mon, 19 Mar 2007 18:00:52 GMT
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Regarding the league wins/stats record keeping...

Will Renguard be mandatory?

I think it should for the integrity of the matches.

Subject: Re: had a thought: "Community League"
Posted by [Spoony](#) on Mon, 19 Mar 2007 18:22:17 GMT
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You can agree on that before each match... likewise with BIATCH and/or DragonGuard.

Subject: Re: had a thought: "Community League"
Posted by [Goztow](#) on Mon, 19 Mar 2007 19:18:11 GMT
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I propose you write and post a little newspost about CGN on rencom as well .

Subject: Re: had a thought: "Community League"
Posted by [choco84](#) on Thu, 22 Mar 2007 13:36:16 GMT
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Signing up.

Fnfalls/Gamerz0ne Community.

Choco84.

Also Maiden or whoever is in charge of this, i'd like to talk to someone, possibly inirc since i don't check these forums often enough. I would be willing to have talks on hosting the servers for this. Shouldn't be a problem on my side, been wanting to fill a void in a box of mine not being used at the moment. It's good specs and hosted by my co-Company SoftLayer.

Feel free to find me at irc.gamerz0ne.com < Sorry for the link spam just wanted to make sure the person knew.* *

So ya, please get in touch with me Asap and we'll go from there.
