

THE CHRONO

RED ALERT GLOBAL LEAGUE: SEASON 6



The Red Alert Global league **starts today** and its shaping up to be quite the competition with new masters.

Such players as the infamous **Happy**, a long time excellent player with an aggressive game. Also on the roster the calculating **Orb** known for sly tactical moves. [MORE](#)
Inside:

**There are a lot of tough players in Masters this season.
Retaining it will be tough.**

Exclusive Interview with the reigning champion Barf when asked if he thinks he can win for the second time round!

ALSO, further interviews with the DEVELOPERS of OPENRA, Shattered Paradise, KKND.

-BARF (RAGL CHAMPION)

The purpose of this newsletter/magazine 'The Chrono' is to document the events, ideas, and hard work of the OpenRA community whether that's just trying to get ahead as a competitive player or developing and reviving full blown games once beloved and seemingly forgotten.

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Image: A match on Map x a New Ragl Map for Season 6, Match between .1 long time veteran and Punsho a new up coming on the 1v1 scene and one to watch this season.

The Journey of a hobbyist by N/a

How distractions became demo-trucks.

A few years ago wrapped in my work and hitting walls creatively I required distractions and apart from the usual endless youtube binges I was looking for something more skill based. I thought about chess and tried numerous times but it was not hitting the right buttons.

Chess is obviously a game where strategy is an important element which is what drew me to it. And although my attempts were not fruitful I wanted to pursue strategy based games of some sort.

I found myself recalling all these memories of playing Command and Conquer, Dune, and being captivated by the real-time element where you are actively building up armies and tech all for devastating effect.

Enthralled by my own nostalgia I went on the hunt, not getting my hopes up as finding games in particular for Mac was often enough completely hopeless. I was not a gamer, I had not been for a great period of time.

To my absolute delight I found OpenRA a completely open source, free to play modernised game engine that included Command and Conquer Red Alert, Tiberian Dawn, and of course Dune 2000.

With this new found discovery I was entering a niche but tight community of 8 player team games, and eventually daring the 1v1 scene.

It was tough, really difficult, even the team game side of things I did not have a fundamental understanding of macro (Build orders game, Eco Map progression, map control) for a long time so for a while I would just watch, building up a reputation as a spectator captivated by such distinctive competitive atmosphere in a rather simple setting.

When I did play some matches I was always so laid back, not in the sense of I'm so good I can just take it easy, but a lack of connection to that drive to win. I did not care about the outcome and so I didn't care about winning or losing.

I just thought it was a passed time something to do outside of the typical day to day. I liked to discuss things and befriended those interested in game mechanics and edits my first glimpse of that side of the OpenRA experience.

One person in particular, was a particular individual so adamant about his edits that offered interesting tech options, which I thought were inspired. Other parts of the scene did not.

There is always a split between traditionalists on one hand and progressive idealism on the other. And what I have noticed from my time in this community is there is a constant theme a battling of ideas of game mechanics, playing style, map preferences and so on.

Back to my lack of ambition and will to win I found myself once again recalling a time I did have that kind of drive and determination to win when the stakes are of no obvious importance, meaning not obvious like survival in the real world.

That competitive nature I do find in myself but I recall primary school and winning every year at the sports day, short distance races. I was a great sprinter.

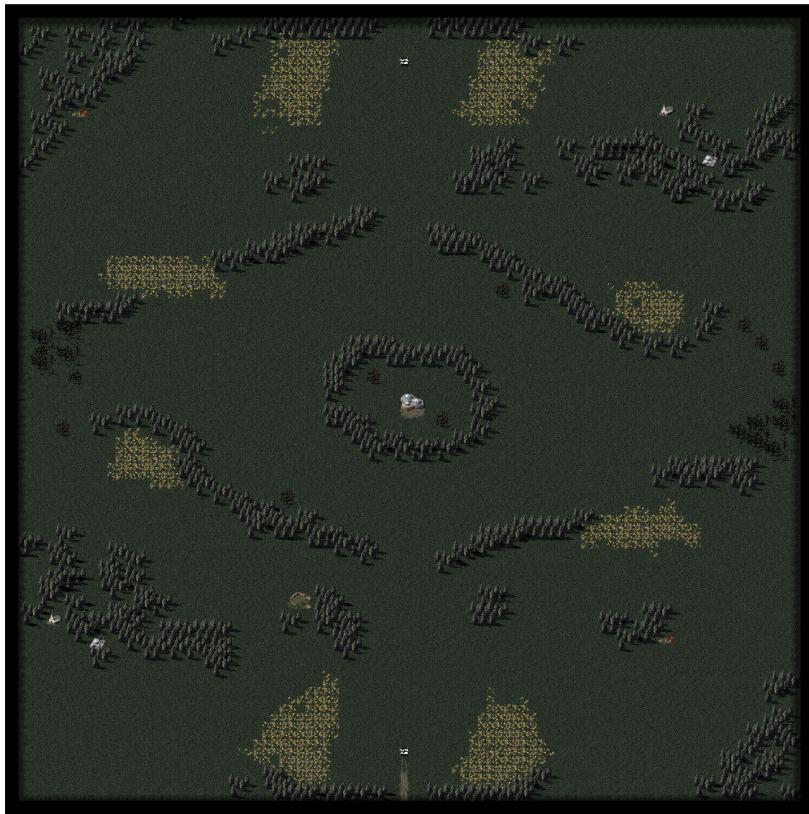
To get any resemblance of a competitive match in RTS you have to draw out that fighting spirit in the seemingly mundane context that of an old tile based game with very few people on the scene.

“If you’re not playing to win, what other reason is there?” - JuiceBox

This is what a small group of players from across the US, Europe: Germany, Netherlands, UK, had in spades. Going late into the morning battling with just a love of the nostalgia, the banter and the bruising matches.

Some come from previous RTS experience playing the original Starcraft game, my progressive edit loving associate played till he got carpal tunnel and had to stop, And so found OpenRA to be much lighter with a much lower APM. (action per min)

I learnt a lot from this small group of individuals perhaps it took a lot longer than what one would think to sink in. But I am very persistent.



Onwards to my first attempts at another side of OpenRA I indulged into map making a fun hobby it would come to be, I love drawing shapes on the map editor I think its a great way to be creative within the limitations of the format.

My first maps we're... interesting to some horrific to others mediocre to many (rightly so). I liked to use trees instead of cliffs to break up maps into sections the reason for that is I found laying cliffs a very

slow process and I could just paint a layout with trees. This would later be a point of humour on the scene.

We've all got to start somewhere and I was certainly no where, I had enthusiasm but not the experience of understanding what the scene really wanted from a map.

“...What do you think I should change?” I asked.

“Honestly, you should just start over...” Lorrydriver (former RAGL CHAMPION)

Image above first map called Phantom, rev 1 (Obviously terrible)

But I didn't, I was persistent (much like with playing competitively) I wanted to know what I could do to improve this and I did the best I could. To which some responded better than others. Slowly learning the different likes and dislikes.

I wanted to push the boundaries, the maps that were being played were the same ones over and over, it got repetitive. Inspired by these accomplished map makers,

and one of the reasons I started as well was because I felt that if you had more map options you could come back to the classics without that repetitive slump.

With this ambition I continued with my own OpenRA experience, not quite the distraction I thought it would be. To be continued...

Barf: Red Alert Global league Champion



Barf the entity unto himself, it takes you around about 7 mins from 'GLHF' to 'gg' to find out what you are dealing with. It takes you maybe two games to feel that level of disgust much like before the feeling of the physical convulsions of the body.

Then you realise that feeling doesn't go away, the nauseating irritation of a solid macro game, the consistency, time and time again, the ability to be one and the same no matter the terrain.

As well as being a tough and an intimidating player he is also known for giving anyone a chance that is willing to fight and do their best, even if you're not very

good, even if it seems like you're not making progress. That chance is there, to experience the bench mark of high level playing.

"I needed like one year close to beating Barf and I tried really hard" - Kazu (Former Masters)

Last season for the first time Barf won the Red Alert Global League and deservedly so, the amount of time and effort he has put in to being on top of his game to be that solid, paid off in the end. Winning two best of fives against Orb and blackened. A very tough thing to do. its because of that consistently above anything else that is to be admired.

"He's just good. Nothing fancy, nothing weird just straight up good at playing 'standard'. - Lorrydriver (Former RAGL Champion)

The Barf Interview:

What brought you to OpenRA?

Its not that interesting, its kinda the same as a lot of other people I played the original C&C games growing up. TD, RA1, RA2. I was feeling nostalgic and did a google search for something like "Play Red Alert Online" and found OpenRA.



Did you have any previous competitive RTS experience?

No, I played Starcraft 1 with friends for fun back in the day but not competitively.

How did you go from being new to becoming the solid player?

When I first found OpenRA I was mainly interested in playing other people online. However when I first started playing multiplayer I was getting smashed. The other 1v1 players were so much better. Then after a few tries I gave up. I played some team games but even in those I felt like everyone else was a lot

better. So I played a lot of skirmishes against the AI, gradually adding more and more AI's to keep it challenging as I improved. After a little while I became bored with playing the AI and ventured back in the multiplayer scene determined to improve vs human players.

What do you enjoy about this game after all this time?

The fame and the fortune.

When did you start playing?

Early 2015.

Are you looking to retain your RAGL Champion title?

There are a lot of tough players in Masters this season. Retaining it will be tough.

As an accomplished player renowned for solid macro and high win rate. When did you first create the iconic 'Barf move' (The barf move is a seemingly endless avalanche of infantry laying into your base or, critical mass as he calls it)

I didn't create it, I evolved my own play style and other players named it.

How did you evolve your play style?

Trial and error, playing tons of games. Trying to copy what the top players did and taking what works for me. Since micro was never my strongest attribute I gravitated towards a macro-heavy play style and had success with it. Changes to the game also required adapting certain elements over the years to different metas.

Do you have a preferred faction?

No, I almost always pick Random faction. I want to be equally good with both Allies and Soviets and I do not want my opponent to know which faction I am before the game begins.

Which particular players in the roster do you think will be the most difficult?

All the season six players are **strong**, anyone can take games off anyone this season.

According to an unknown source you enjoy buttered coffee and like riding ponies, is this true?

I don't comment on unknown sources.

Player Analysis: Masters by Orb

Orb is a veteran player who ranked high in RAGL:S5 fighting again in Masters S6.

FiveAces



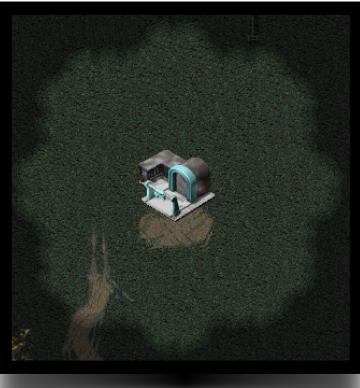
The well known 5A's is probably the least rounded Master's player. His micro is impeccable, but don't ask him for any macro tips. Given the moniker "Air General" by his fans, you do not want to get to late game with him. Your best strategy against him is to hit him hard, and fast. Hit him with a strong base push before his radar tech is up and he'll be flailing.

ZxGanon



A newcomer to RAGL, ZxGanon will be competing in Master's for the first time this season. His play style revolves around smart, frequent harassment, attempting to overwhelm you while he takes the map. Your best bet against him is to turtle. No really. Smart placement of a few, key, Tesla Coils can force him to lose assets while you beat him in the field.

Eskimo



With the departure of Medium Tank from the scene, a new tank general has come to fill these shoes. Eskimo loves opening with several war factories and overwhelming you with split attacks. He prefers open maps where his tanks have free reign. Your best bet against him is to split your army into several groups to deflect these attacks, then counter attack viciously.

Mustapha: A Developer/Moderator's interview



What made you want to develop for OpenRA?

A bit different from others, I found out about **OpenRA** through **Dune 2000**, on the **D2K+** website. Just checking the website, seems like it was Release-20130915, more than 5 years, time passes fast. I had some experience on modding before **OpenRA** and knowing the original **Dune 2000** isn't that moddable, a platform with an editable **D2K** sounded pretty good to me. My first contributions were towards **D2K** and mostly just '.yaml' changes but later I started to work on other mods too learned C# to enter the actual code and add new stuff.

What has the development of making OpenRA been like?

Working on **OpenRA** was a good time filler for me, especially last year. Since I was not going to university due to health reasons, I had a lot of spare time. I also worked on a lot of 3rd part mods. Manpower has been low, especially recently so the review part is pretty slow, that, and also the fact that I don't have to care much about code quality made me create a custom engine for my mods in the past. But now i'm turning back to main engine and work on stuff required for main mods and stuff all the modders can use, also help reviewing of current Pull Requests, at the time when we need people most.

What does OpenRA mean to you?

For me OpenRA is more than the main 3 mods. While main mods are what a newcomer sees about the game first, modability and what people can do with the engine either as 3rd Party Mods, Mod Maps or Lua Scripting are pretty important part of the game too. The Mod SDK was a pretty big step in this way.

Do you watch what the competitive scene is doing, Such as **FiveAces**, **SoScared** videos and streams? **RAGL** (Red Alert Global league) Tournaments or in general?

I haven't been capable of joining or following the competitive scene of **OpenRA**, though that doesn't mean I don't see their important, or casual players and team games for that matter. I used to mess with **RA** balance by making **mod** maps and watch **SoScared** and his balance changes a lot in the past, but i'm not doing much recently. Also internet here in the dorms here suck so I can not watch anything anyway. I didn't have interest in **RAGL** much, although i have played in several other tournaments and all 3 map contests.

What are you currently working on in relation to OpenRA?

I have now started at university, which shortens the time I have for **OpenRA**, but the situation is not that bad. I have most of Wednesday and all of Friday and Weekends empty.

I have decided to start a Sole Survivor mod (as a 3rd part mod, don't expect it on **OpenRA** itself just because i'm a dev) recently. But unlike what i did at Generals Alpha, i decided to send the required stuff to main engine rather than using a custom engine. **OpenRA** is as in the name an Open Source project so what is the point of holding stuff for yourself.

I'm still planning to get into rebalancing **Dune 2000** if we manage to get Starport logic in, but i have been saying that for a long while and no-one is really working on the Starport issue. So it is not clear when we can do that.

I also have a PR for proper Saboteur cloak logic to **D2K**, but It needs community feedback.

I am sure the whole OpenRA community is behind me when I say Good health and Good luck at University **Mustapha!**

<https://github.com/MustaphaTR> Check out Mustapha's work!

Shattered Paradise exclusive: With Nolt & ZxGanon



Shattered Paradise is an expansion of Tiberian Sun on the [OpenRA Engine](#), an excellent example of passionate game designers wanting to bring reality to a vision.

The developers **Nolt** and **ZxGanon** were enthusiastic to give an interview, and provided detailed and interesting answers.

Some menacing looking Mammoth Mk.II's

What made you want to make Shattered Paradise?

My main motivation to the skills I had learned by and in World Domination (I to differences in mindset), enough skills on asset make a long term project, that project was to do



make this mod is to use working with Scipción, parted ways with Scip due my idea there was to learn creation to be able to and one of the goals of something that wasn't

covered before.

I decided to make it a CnC due to the tools that were available; OpenRA was and still is an engine that is easy to use and tweak, and unlike the vanilla games, it can be modified as the user wishes, while there is ARES as its vanilla counterpart, I decided to go for OpenRA for taste reasons, the UI was comfortable for me, the aircraft controls feel better in my opinion, and it gives you more room to experiment with stupid ideas than vanilla Tiberian Sun.

On the mod itself, I always preferred the Tiberian franchise over Red Alert, I don't live in Europe or North America so the topics of realism, the cold war, or WWII are just not interesting for me. Instead, Tiberian Sun was nice, with its futuristic mindset and Grim-dark tone.

I noticed that the "all factions in TS" idea wasn't covered that much (except for Tiberian Essence, but that is on another level).

So I took that route, but without making them over the top with extreme unit counts or extremely powerful units like other mods do, here we focused a lot on unit combinations and not single soldier spam, and even though not all my units and graphics look that awesome or creative, I did my best to avoid overusing the classics over and over, and tried to make or port different ideas.



"Ares fixes and enhances the Yuri's Revenge game engine in a variety of ways, allowing modders to expand the game with never before seen custom units." <https://launchpad.net/ares>

I joined Nolt later when he had almost finished the game; in terms of assets (buildings, units, factions and other stuff). It was interesting how this game felt and how motivated Nolt was to work on it. Factions, (especially Scrin) had such a cool design and that is why I really wanted to support the project. I brought Voidwalker and JRB0001 with me to work on the mod.

What was the process of making shattered paradise?

The creation process was a constant trial and error, the first part was the design, where the main focus was to make the factions as different as possible, that took many walks around my neighbourhood thinking about what the units could do, if those ideas felt too strong, and if they overlapped with other ideas, also the practical application took a lot of part on it, since there are things you want to do but can't, I would have loved to do something like a Starcraft Dark Swarm, but I never managed to do a proper smoke animation, so that idea had to be cut away.



All the units of the five factions (GDI, NOD, The Forgotten, Cabal, Scrin.)

Then there were the technical applications inside the engine, where you start with one idea that is constantly being improved as you learn more, an example could be the fiends, which started as regular units, but then I added them a tweak that made

them stronger on combat but unable to take orders, so the player was forced to commit, it didn't work well gameplay wise but it was a good experiment, many units in this mod had changed in a similar way, in the end after **ZxGanon** came, we had to put the serious attitude and stop experimenting, but I damn well enjoyed it.

More examples would be some flying drones that would follow cabal units and engage random hostiles or the suicide militants.

Then the graphics part, there is not much to say about that, it was another constant trial and error, you do something, you don't like it, you try again, you like the new unit, you keep it, you find a new idea, you try it, then you replace the graphics and use the earlier graphic for something else.

For example the berserkers (a tiberium mutation that is quite rare these days) was supposed to be a hammer wielding warrior for the forgotten, I don't remember why I cut it out but the ravagers seem to be way cooler at that role.



While not most of the ideas and concepts are unique only to this mod, I did try to make sure each faction has different shapes and profiles, as it makes the identification of units easier, I can't really tell what went wrong in the process as nobody can see a thing, guess I can only blame the lack of a good zoom feature on that.

I cannot answer this since **Nolt** did basically **EVERYTHING** but when the time came to balance, assign gameplay and promote the game I stepped in. The game play-testing and designing took a year and we had many new people joining in at that time supporting our work. People like **Windawz** and **Kwendy** (and many others) helped designing the gameplay with me to create an RTS with a lot of options and fun strategies while combining the best from all of the Command and Conquer (old and newer generations).



What can you expect of the gameplay?

It is basically a mix of RA and TD with modern gameplay ideas from CnC3.



How much does it stick to the original game?

We tried to keep the spirit of Tiberian Sun as much as possible but in the end Shattered Paradise has 5 factions. Westwood planned to release TS with Mutants and Cabal and on top of that we also added Scrin. We tried to create a TS+ game since many people from OpenRA are requesting Tiberian Sun which still might take multiple years before it actually joins the beta. We also scrapped old mechanics from the original that just were not either working or unhealthy for the gameplay like Jump Jets slowly entering air space or landing on their own depending on weird movement behaviours so we decided to change that into a deploy function so you can land or enter the air whenever you wish.

Who are the team behind the mod?



Nolt - Creator of Shattered Paradise, he basically does everything.
(except balance and gameplay)

Graion Dilach - Providing the code from AS to actually make this game playable (projectiles would be useless without AS)



Voidwalker - Another OpenRA coder that supports us.

JRB - Provided us with play-test servers since the beginning and these servers are even customisable.



ZxGanon - Gameplay Designer, head of the balance team, and community manager

More info:

Download:

<https://www.moddb.com/mods/shattered-paradise/downloads/shatteredparadise-sp-build-20180728-iii>

Discord: <https://discord.gg/hk428Wk> Speak directly with the developers and the community.

FIVEACES CAST:

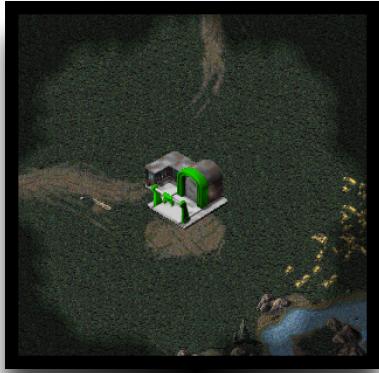
OpenRA Shoutcast #150: TheChosenOne versus Windawz [Shattered Paradise]

https://www.youtube.com/watch?v=_9Ut1HAPiXQ

Players Analysis: Minions by WhoCares?!

WhoCares?! Is a legend
and veteran playing in
Minions S6

Mechanic



A veteran player that has been around for long, I had to fight him in a BO7 to qualify for minion 2 seasons ago. It was a bloodbath.

He is a solid macro player with an infantry centred build. He likes a huge amount of rifle to make his blob bigger than you but somehow always has enough rockets to kill the armour you send at it.

Being very aggressive you need to be ready and assure your own map control before he locks you out of the map. In addition to his strong tier 1 play style, he is not afraid of using a generally well timed tier 2.

Once you have adequately stopped his tier 1 aggression, you have just enough time to watch the dust fall before hearing the first tier 2 units coming at you, harassing your freshly fortified positions.

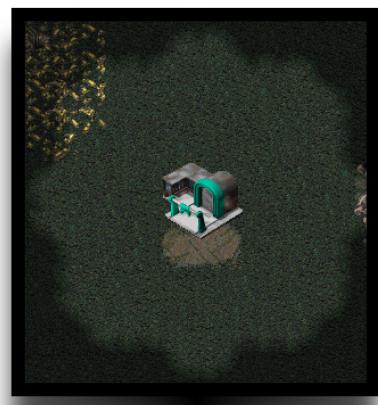
Has not been seen playing a lot lately, but somehow not rusty at all. One of the contestants for the first place in minions for sure !—

Odourless

A new name that's been around for just 2 months. Coming from Starcraft where he played masters, he is not a stranger to how strategy games work.

In less than 2 months, he is already toe to toe with some experienced minion players and not likely to stop there.

If his inexperience in some aspect of the game still induces him to errors, his overall play is still strong and improving with every game.

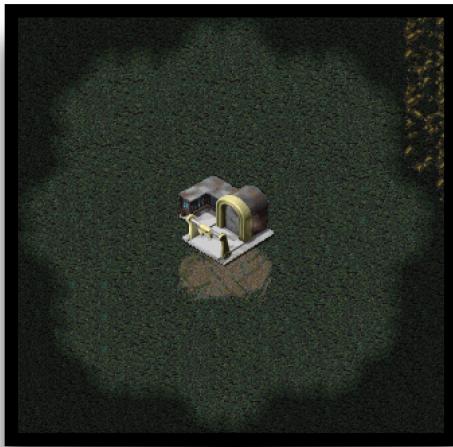


He is not someone that will go in crazy or do goofy strategies but follows the meta and pulls you into a steady, dangerous game.

He is seen as the new lorrydriver and in my opinion has the will and the talent to prove it in time.

Also a valid contestant for first place in minions depending how fast he will consolidate his play-style, somewhat weakened by his too short experience in the game.

Bain



A TD player that has been sucked into the RA vibe. Been around for the last half year and improving day by day.

Not afraid to take on masters players he is the favourite in the minions division to take the slot and the prize.

His play-style relies on mobility and aggressiveness. He has been called the new OMnom for his industrial use of mcv.

He has a talent to sneak them behind your line and pop defensive or annoying production facility forcing you to dedicate part of your forces to deal with while he maintain pressure on the main front. Early destruction of the Service Depot can cripple or delay Bain to get his precious MCVS.

You would see him as drunkbain, stonedbain, depressedbain, but don't get fooled, his play-style does not seem to be affected by what he consumes or how he feels.

KKND: A childhood reborn on the OpenRA Engine

What I think you will find fascinating about this next interview. Its about a game you may never of even heard of before, and yet it had such an impact on **IceReaper**, also mentioned before on [SoScared's stream](#).



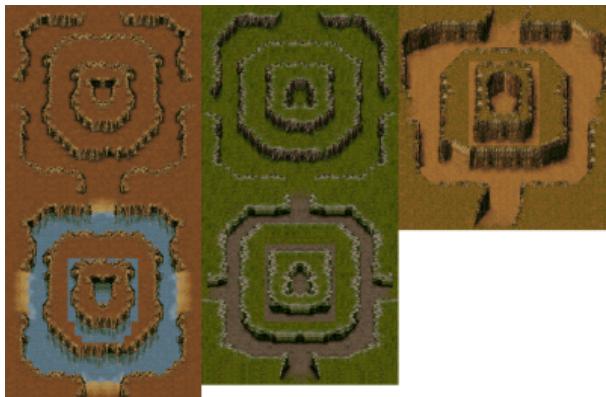
KKND XTERME: Main screen

What made you want to create the KKND mod?

I wanted to not just create a KKND mod, but to redo both the KKND games as standalone games. It started back in 2011 when i wanted to enjoy the original games i played as a child again. Sadly KKND1 is not playable online at all, and KKND2 contains heavy gameplay breaking bugs. As I am a professional developer and i love working on games in my free time plus had quite some know how from the old bukkit Minecraft modding days, so i thought "hey, why not rebuild the game?". I am absolutely sure KKND games were heavily underrated and would be enjoyable by a newer generation of players, so i want to do this to keep this game alive, and not being one of the forgotten old dos games.

Hows the process of making the mod going?

Progress is going extremely well, it is already playable, and preparing the last things for a first public release this year next to the full source code release on [GitHub](#). We are currently struggling with the tile-sets, as sadly KKND1 does not have any. Maps are basically huge bitmaps with a lot of manual edits and placements, making it extremely hard to create a proper tile-sets for people to use to create maps. Meanwhile on the coding side, we are working on the KKND2 mechanics. We already have it playable (with KKND1 mechanics of course), and are currently working on implementing the KKND2 terrain system with fake cliffs for vision range and shooting. The first public binary build will have KKND2 disabled, due to my purpose of releasing properly tested and polished stuff only. The second release with KKND2 will follow next year.



What can you expect gameplay wise for those that have never played KKND?

KKND has a lot of different mechanics which make it quite different than the core OpenRA mods, which makes them feel completely different. First of all, resource gathering is more focused on a fixed location with a fixed amount of tankers. Basically you need to focus on finding oil, building up a drill rig, set up a transport route between the drill rig and your power plants, and make sure you have a proper defence around it. Additionally, KKND rewards you with multiple factories, as every factory can build its own units without slowing down other factories. This results in players commanding an even larger army, the more oil drill rigs they have. On big maps this could end up in extremely huge battles, in opposite to different games, which mostly rely on smaller armies with a proper rock-paper-scissor principle.

While you might think, that this ends up in a game of rushing units, KKND offers terrain based tactical gameplay. Units can shoot and see down cliffs, giving them an huge advantage, as shooting up a cliff does not work. So you are able to properly defend strategic points by correctly using the terrain advantages.

Besides all that, there are the bunkers. While bunkers have a fixed position in a map, they open up randomly. Who ever managed to open one, get a special unbuildable unit, which is worth half an army. If you don't care about your enemies to capture the bunkers, you will definitely loose the game. So besides just building up your base, and attacking the enemy base, you also need to fight for bunker spots on the map. Also its worth to mention that oil can deplete. So you cant just build an overwhelming defence, as you might need to create outposts for additional resources sooner as you may think.

Besides these mechanical factors, expect the game to not take itself serious. Scenes like tanks fighting against huge beetles and crabs with a mounted rocket-launcher on their backs plus the summoning of demons is casual here. I want to note here, we added some custom made additional death animations, depending on the weapon which killed an unit, which makes this even funnier to see. Also units respond with funny quotes, and don't make me start on the mission briefings. And if you now might say "hey, this sounds like a fallout RTS", I'm totally with you here.

How much does it stick to the original game?

While working on the project, i quickly noticed that a few things have to differ from the original games for proper competitive online play, so I had to think about a proper solution to deliver a proper KKND experience which feels like it should have always been, and also find a way to not annoy people who want 1:1 classic gameplay. I came up with the idea of splitting the project in 4 different mods:

KKND1, KKND1 classic, KKND2, KKND2 classic.

While classic does not include any of the enhancements and tries to be a 1:1 remake, a few things will still be different: Unit pathfinding may feel different and the bugs which you were able to abuse in the original game would be gone. This includes stuff like destroying enemy buildings by repairing them, or aircrafts doing more shots in slower game speed which makes them stronger the slower you play, or allowing you to bypass any reload time when force attacking, so you could wipe an entire army with a single unit or tower. I want to add that we will add the classic modes later in development. They are purely for the nostalgia effect and would make the game less enjoyable for most players, hence the focus on our enhanced version first.



We restored official content which was cut from the game, like proper super weapon buildings or walls, and we added custom features like a dedicated research and repair button in the ui, which in the original games required you every time to find the proper unit or structure on the map first. Does not mean we replaced the behaviour, but we added a button to quick select the correct actor, which is of course not a classic mechanic. Also we remade the UI from scratch to

be bigger for modern resolutions, and we ported some useful features back from KKND2 into KKND1 like the terrain mechanics. Also we rebalanced a few units, as in the original games, specific units are worse in every aspect against their counter parts found in the other factions. I think everyone should be happy with the result, as everyone will be able to choose to play the classic mode or the new enhanced mode.

Who are your developers and what are their roles?

Primary its me (IceReaper) coordinating the project, maintaining the website and server, developing the game, reverse engineering the original games etc. About a year ago, Dzierzan joined the team doing custom spritework. He is the guy behind all the custom assets we are using, which includes new damage states for buildings, new death animations, the bigger ui, and additional sounds. Also we have Seras who has been working for a few months now on the KKND2 core. While I still focus on the core mechanics and feature additions for both KKND games, Seras is currently writing the KKND2 yaml files on top of the KKND1 core code. As we are a very small team, we do not have many complex roles here. Maybe we will get more people, so everyone has a proper role and tasks to do, time will tell.

When is the official release date? (will be added to the OpenRA calendar)



This year and "when its done". Its hard to tell but the most simple question at the same time. We already played a lot of test matches, and we could in theory release it in the current state at every moment.

I expect people to start building maps after our release is made, so I need to finish the tile-set first, otherwise it's highly possible future updates will break maps, which is bad. Also when the tile-set is completed, I will invite some more people to our closed alpha to do the first set of our "official" maps, which we will ship with the mod.

My personal plans, which I'm definitely going for, is to have this game out before Christmas. I might be more optimistic, but I don't want to name a date which I can't hold. So if you need more than a "this year" statement, count in December. And if you need a proper day, i'll just say the 23. December. But it's likely we have a release before that day. When it's done, it's released.

Check Out: THIS fantastic website <https://www.kknd-game.com/>



Running **Ragl:** By Netnazgul



I joined the OpenRA community somewhere in July 2017, a lot of you should remember this time to be quite volatile. **Red Alert Global League** was changing hands from **SoScared** to Blackened due to SoScared having issues with the project which left the competitive scene in a turmoil. Still, despite that **RAGL** Season 4 was actually the most popular event to date, having a whopping 67 players at the start of it.

I was helping with maintenance at the time, volunteering to input data on [ragl.org](#). The idea was very sound, but ultimately my opinion is we've failed to make it work because we lacked a person with the sufficient knowledge to implement the backend proper. **Corrode** did a lot of work on it, unfortunately the WordPress engine needed much more low-level programming that we couldn't provide, and the existing plugins required quite a lot of manual input. Thus, next season it was considered too time-intensive to be used and was abandoned.

It is one of my feats of character to try and get into every community group and know every piece of information there is, most of the time up to a point I'm overwhelmed with stuff. At one time **Lorrydriver** even had a running joke of "Netnazgul should know that, where is he, ask him" on pretty much anything whenever the question popped up. I'd say I did know the answer indeed most of the time :). This thing though always came together with people relaying responsibilities on you as well, so that's one of the reasons for "**RAGL** rights" practically falling into my hands now that Blackened got phased out into real life stuff (.1 of course still being a good part of officials team).

That leads us to the present moment, where a couple of non-connected events led to a slight decline in **OpenRA**'s competitive community in general and so in **RAGL** as well. Still, **RAGL** is a pinnacle of competitive 1v1 gaming in **OpenRA** and has most of active players participating in it, and with the restructuring it is undergoing (more matches per week, more streamlined tier system) as well as some future stuff planned to be implemented I hope we will be able to pull a nice show for everyone, interesting both for players to participate and for spectators to observe.

How can you follow **RAGL** as a spectator this season? First there is of course the **OpenRA** Discord: (<https://discord.gg/UcUztfr>) where events may be advertised by participants and streamers directly - as you remember, **RAGL** is a player-scheduled tournament where only the week is fixed for a match and then it is up to players to find the exact time to play it. I will also put scheduled times into Fixtures list which you can find on forums (<https://forum.openra.net/viewtopic.php?f=85&t=20778>). There are some streams planned by me, nothing set in stone though yet and will be advertised when it is, most likely this will be a weekly "**RAGL** day"

streaming inviting players to play their matches on-stream; [FiveAces](#) is sure to devote part of his weekly Tuesday streams to [RAGL](#) coverage as well. And then weekly post-review text reports are planned, posted as forum threads, which will cover the most interesting games and results as well as ongoing information regarding the tournament. Although if you want to see the games for yourself you have the possibility as well, just head to the replay archive where all the games are required to be posted for the reference as part of results report (http://openra.mine.nu/mIRROR/ora_replays/RAGL_Season_Six/).

Good luck and have fun participating in and following the League, everyone!

[RAGL](#): Player list

Season 6 - Masters Division

Pos	Player	Played	W	L	Delays	Strikes	Ties	Points	Notes
1	Anjew		0	0	0	0	0	0	Masters Playoffs
2	Barf		0	0	0	0	0	0	Masters Playoffs
3	dragunoff		0	0	0	0	0	0	Masters Playoffs
4	eskimo		0	0	0	0	0	0	Masters Playoffs
5	FiveAces		0	0	0	0	0	0	
6	Happy		0	0	0	0	0	0	
7	netnazgul		0	0	0	0	0	0	
8	Orb		0	0	0	0	0	0	
9	Tailix Killa Mentor		0	0	0	0	0	0	
10	Unano		0	0	0	0	0	0	
11	Upps		0	0	0	0	0	0	
12	ZxGanon		0	0	0	0	0	0	Relegation

Season 6 - Minions Division

Pos	Player	Played	W	L	Delays	Strikes	Ties	Points	Notes
1	beuk		0	0	0	0	0	0	Minions Champion
2	BigBadBain		0	0	0	0	0	0	Promotion
3	DoDoCat		0	0	0	0	0	0	Promotion
4	Dualwarhead		0	0	0	0	0	0	Promotion
5	Julle		0	0	0	0	0	0	Promotion
6	Jur		0	0	0	0	0	0	
7	mechANIC		0	0	0	0	0	0	
8	merimursu		0	0	0	0	0	0	
9	Odourless		0	0	0	0	0	0	
10	Punsho		0	0	0	0	0	0	
11	SirCake		0	0	0	0	0	0	Qualifiers
12	WhoCares		0	0	0	0	0	0	Qualifiers
13	Zaqzorn		0	0	0	0	0	0	Qualifiers

The Great Ones: SoScared the Kind

I have not been a part of this community as long as others and I have never been one to try and fit in, but there are people you meet in your life who make anyone feel welcome and a part of something other than themselves, included.

From my observation I think that SoScared is one of those people. Fighting the good fight always pursuing a fun, light hearted, inclusive atmosphere that everyone of OpenRA is accustomed to.

Its quite a skill to be the warm, encouraging host of OpenRA as much as SoScared. Livestream after livestream, all streaming from a passion for giving people an environment to relax, forget themselves and play some OpenRA.

And what I can assure is; that if you are new on the scene you are going to get that warmth and inclusion the same as anybody else.

Its worth remembering to attribute gratitude when you have the chance, so here it is.

Thank you SoScared!

When did you first discover OpenRA?

It was sometime around 2011, discovered by accident really. I've been playing 1v1 RA1 on occasion with a high school friend of mine and we both jumped over to **OpenRA**, joining the online fray.



What did you think of the game?

It was great. The rebalanced gameplay made for some fun games and there were always a big team game building up in the peak hours which the European timezone always has benefited from. The bugs were rampant on occasion with certain releases where game crashes were almost expected but we kept at it.

What was the competitive scene like?

There was none really. Occasionally there were tournaments hosted by Ripley, a community stronghold in the early days. These were usually team tournaments that were executed live through the forum and IRC and they often turned out pretty rocky, however was lots of fun and a unique experience for everyone. **OpenRA** multiplayer was pretty much team games exclusively.

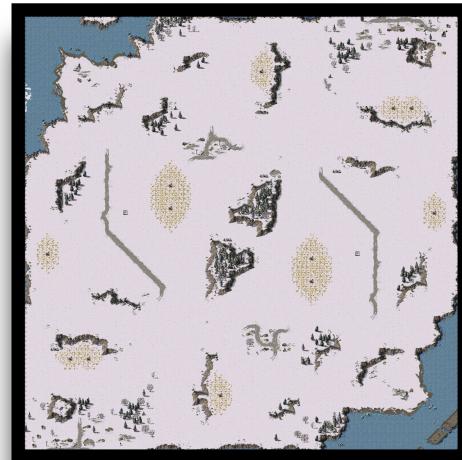
What was the process like to getting good?

I know at least how it started. I had no incentives for getting good as team games encourages you to specialise strategies and corroborate with your teammates. By accident I ended up in a lobby with V-Christian and decided to try out a 1v1. I knew he was good but didn't expect to be picked apart like a tender lamb chop. My game was exposed as a fraud and I started learning. This game is actually on my very first

Twitch vod, at the end of the video.

What led you to start making maps?

We were a handful of players trying to push 1v1 games a bit but we were stuck with a horrid selection of maps for our games. We had Ore Lord but we were feuding on maps such as Man to Man, Forest Path and Singles which didn't really get us anywhere. I wanted to see 1v1s on a bigger playing field so I started making a new category of maps that allowed for that, starting with Sidestep.



When did you start live streaming?

Summer of 2015, after a break from **OpenRA**. Before that I produced some **OpenRA** content on my YouTube channel, starting with a few casts and an **OpenRA** game trailer for my first videos.

You always seem excited at certain moments during a match can you talk about that excitement?

I start screaming like a little girl.



What does OpenRA mean to you?

Possibilities. I've always looked forward to where and how I could contribute to get the game to the next level and had the privilege to be surrounded by resourceful people that shared the same goal and passion. Content creation allowed me to explore other parts of myself, exposing my face and voice publicly but also allowed for spearheading new projects into unexplored territories.

What does the community mean to you?

Mixed and varies over time really. It's been fascinating to witness the growth of the online community from corroboration over the forum and IRC to a full blow-out of players and community members that actively contributes on so many different places. I've gained a lot of friends and availed many opportunities that keeps the excitement alive for me.

If you were to tell someone curious about trying **OpenRA**?

It's **free!** Grab an install and start playing!

SoScared has his own mod **Red Alert Unplugged Mod!** which will be covering in detail next Issue.

JOIN THE DISCORD

WATCH THE TWITCH

(Weekly Streams)

EXPLORE THE WEBSITE

TRAILER: <https://www.youtube.com/watch?v=glbQS>

The Great Ones: FiveAces the Whimsical

The goofy one liners, the brilliant real time analysis, the uplifting and affable demeanour all things to experience of this master-caster. FiveAces is a long time veteran and prolific OpenRA caster with over 200+ videos posting almost every week without fail.

Within the scene I know all are conscious of the fresh uploaded casts of FiveAces, with a sense of wonder at just what is he going to come out with next...

On top of all this an accomplished competitive player winning **RAGL Twice before and retaining masters level throughout his time on OpenRA.**

OpenRA, its community needs this wondrous well spoken Austrian, to bring a voice to the good moments and show you, that they are great.

Thank you FiveAces!

**[WATCH: THE CASTS](#)
[THE TWITCH](#)**

“Hey hey people, FiveAces here!”

“*The hills are alive with the sound of rockets!*”

“*He’s playing him! He’s playing like a fiddle!*”

“*His eco is in the gutter! Thats not an eco fleet thats not even harvesting, he’s got two recycling trucks, just two recycling trucks dumping their garbage here.*”



“That is a build just custom made to fuck people up!”

“You tried, you get the you tried badge”

Everyone: The OpenRA community

I would like to take this final opportunity to thank everyone that contributed to this first edition of The **Chrono** magazine and the community as a whole for following your feelings of nostalgia and finding OpenRA.

I hope to do more editions of The **Chrono** and go into more details on a number of different aspects of the daily goings on, the future events, player and developer interviews as well as much much more!

Unfortunately I was unable to get hold of the **Pchote** the developer for this edition but I do hope to have him in the next one which he said he would do! (Thanks)

There is a lot to explore and **The Journey of hobbyist** will continue for future issues. Next time it might be a bit shorter but I wanted to cover as much as I possibly could of the OpenRA experience.

Thanks for Reading.

N/a

OPENRA: WEBSITE

<http://www.openra.net/>

OPENRA DISCORD:

<https://discord.gg/UcUztfr>

RAGL: WEBSITE

<http://ragl.org/ora>

Events:

TD RUSH TOURNAMENT by Orb

WEEKEND WARRIOR by N/a

Next issue:

Unplugged: The RED ALERT Mod

Pchote the OpenRA Developer Interview

Map Makers Mantras.

Happy's Map Breakdowns

