

# Pjajo's Proposal

Hi if youre reading this the moment has passed, but I'm keeping the document up just as a record of where I stood on league unification, and where I still stand regarding maps, leagues, and judging in general :3c

## Preamble

Club Penguin Armies are at a turning point. For the last three years, we've seen leagues come and go, some more successful than others. However, they never seem to last more than a few months to a year. Ideally, we need a system that provides us with stability and consistency, without needing to meet once a year to resolve an issue. For this, the best way forward is to look back.

CPA at the moment is plagued by problems, ranging from lack of wars, to complete lack of interest. But most notably, it's the splintering of the leagues. One inherent issue with a league system is that armies can effectively "opt-out", and refuse to take part in a league, often forming their own splinter league, to suit their tastes. Another major issue is the lack of Small/Medium armies. Even when CPA was smaller than average, in the past there were DOZENS of small armies, all with their own power structures nearly entirely independent from the majors. Conflict as well, which is arguably the entire point of CPA, is now pushed to the wayside as armies have to compete to maintain order on the map, due to the threat of being wiped out in short order. Then of course there is the blind issue that tournaments simply aren't the event they used to be. This is arguably because of the already constant presence of judging, taking away what was once unique about these events.

All in all, most of these issues can be traced back to the "gamification" of Club Penguin Armies. By incorporating rules, a map, and an overseeing body, armies have become far too complicated, with too much emphasis being put on these rules. One could argue that the very heart and soul of CPA has been ripped away. With all this in mind, at the very least, I believe that we should potentially look into our past and find solutions for the future.

## The League

The first question one might ask is, what do we do with the league? The answer to this is simple. For the community to thrive, the leagues must be disbanded entirely. This is a very tall order. For the last two years there has been nothing BUT leagues, so to disband them may

seem extreme, if not totally insane. However, a large part of our issues as a community stem from these leagues, and at least in my opinion, total destruction is the best option.

How to go about doing this is certainly tougher. This would require the full consent of both CPAHQ and CPAN (for reasons that will become apparent later), as well as all major armies. The main goal here is to find a unifying force that the community can coalesce around, without potentially granting them too much direct power. Ideally, the way forward would be through soft power, using news and reporting to unite the community, while also acting as a public forum for sharing of thoughts and ideas regarding CPA. Not much to say here, given that the solution is just the complete dissolution.

I would however like to state the DIRECT benefits I suspect would come from this. One of the biggest would be less bureaucracy plaguing decisions. With no league, that means no representatives that need to meet, no ultimately pointless problem solving from higher ups in CPAHQ, and (hopefully) less bickering over the small details of a league. Another thing is with no league, more Small/Medium armies could crop up, as a result of being “viable” again. But of course the biggest benefit would be the potential for more war, something this community has been sincerely lacking, given the restraints enforced by the league system, and the negative stigma tied to it. This of course is all hopeful speculation.

## The Media

Media, for nearly 13 years now, has been at the center of Club Penguin Armies. For 7 of those years, the beating heart of CPA was Club Penguin Army Central. Given its very notable longevity in regards to its existence, I believe the best way forward would be to take the same approach CPAC took. Multifunctional in purpose, CPAC encompassed the news, history, and most importantly the public forum of CPA. If you had something to say, it was said in the comments section. While comment sections are no longer really used in the community, should we want an alternative, Discord has provided us with the gift of threads.

Using a thread, perhaps linking it to the bottom of every post in #news, would allow discussion on this specific topic, without the inherent security concerns of using the wordpress comment section. A powerful alternative that operates more directly with the user as compared to comments, As Discord is all encompassing, in comparison to the often cumbersome relationship between Wordpress and Xat.

With media separated from a league, This could potentially open more people who were tied down with league activities to really begin reporting on news, and releasing more op-eds. These both act as great discussion and keep people coming back for more, feeding into the concept of a core of the community.

In regards to registration, ideally it would no longer be required. However I do recognize the desire for “legitimate” armies to exist. So, with the dissolution of the league, I would suggest lowering the barrier of entry for the top ten, while reporting on ALL armies regardless of registration status.

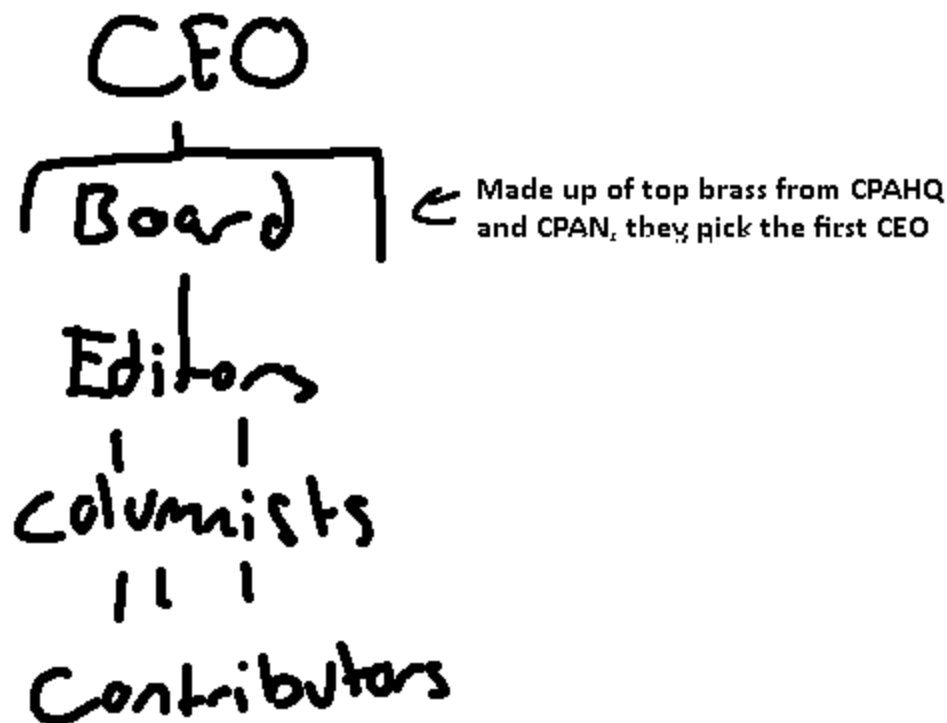
## The Map

The map is something I both love and hate. In general I love maps, but boy do I despise the way this map operates. I personally would scrap the whole concept, as it's inherently tied to the league, and therefore incompatible with my proposal, however, for those who DO enjoy the map, I do have something worth considering.

The first place to start is the server list. With no league, half of its purpose is wiped. However, one way around this would be to pull from the last set of official servers provided by Disney's Club Penguin, and use those. Then, instead of clear ownership, the map could be used to keep track of who claims what servers. This, in itself, also could provide a good basis to encourage war, as one army may want to be the only army claiming a specific server.

## The Unification

Just because the league is dead, doesn't mean unficiation doesn't need to be addressed. First order is who's leading this supposed unified news site (I'll be referring to this as CPNN for now, just to avoid confusion). The new CEO should be decided between the two CEO's of CPAN and CPAHQ, along with other high ranking officials in each organization. Once that person is chosen, the other officials all unite to create a board of directors. I presume that the site will be ran by CPAHQ, so roles would be transferred there I guess? This part is pretty easy once you get past the CEO. Beyond that you would have Editors, then columnists, contributors, etc. This part isn't so important for the leaders and really should be down to how the news site wants to run it.



## The Judges

Judges have become a cornerstone in the community, following the disastrous World War Rewritten. Two years later, the independent CPAJ exists, and (for the most part) operates smoothly. I only have two proposals here. 1) Head Judges watch EVERY judge group chat, to ensure that it's a fair judgment of the battle. 2) Head Judges, should they take that position, not be tied to the media network in a meaningful way (as in a board director) or part of any army. It's worth noting that due to the lack of a league, judging would effectively become non-mandatory for war. This has the benefit of making tournaments potentially feel special again, as well as granting more control to the army leaders.

## The Concerns

Few concerns that may come up, I'll address some that I can think of myself here. To be clear I don't think this is a perfect system, but I vastly prefer it to the current system (and frankly the one proposed thusfar)

Without a league, how do we know who's winning a war?

Performance in battles, and long term effects of war. Best example I can give is SWAT losing steam in the eagre foray, as a result of continued war. Even if no one admits defeat, it will almost always be clear who won and who lost. If it isn't then it isn't. Not everything is decisive.

Wouldn't judges not being mandatory complicate battles?

Yes and no. On one hand, without a judge there might not be a third party to declare a winner. On the other, it's entirely likely that it's clear who won that battle, and that a CPNN reporter would catch the battle to nab an easy report. Not to mention, ideally, the leaders can decide if they want to really test themselves by calling on judges.

I'll add more here as I think of them ig