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Subject: Re: Dying Ren

Posted by [a000clown](#) on Sat, 05 Dec 2009 15:12:42 GMT

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My server used to consistently have players at almost all times for about 7 months straight, usually 30-40 during the day(GMT-05:00).

Around August I noticed player counts dropping dramatically and by October we were getting around 10-20 for a few short hours and less than 10 the majority of the day.

It was no longer enjoyable for me so I shut the server down.

My server was heavily modded so merging wasn't really an option since I'd likely have to compromise the features that make the server what it is.

Right now I only play scheduled events that I know will have a lot of participants who know what teamwork is, such as the "ReneGame" (NE)Fobby(GEN) and the RenX team organize.

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