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Subject: Re: Dying Ren

Posted by [Crimson](#) on Sun, 06 Dec 2009 00:22:33 GMT

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luv2pb wrote on Sat, 05 December 2009 16:57rrutk, a number of your "facts" are very wrong. But considering you are not an official representative of any community nor part of the big picture I will ignore them. I also don't really feel like getting into another rrutk created bitch fest. I would ask that you not post "facts" about n00bstories until you can get them right though. I give you credit for the effort and the attmept at something constructive.

This is short and sweet really. N00bstories is doing better than ever. Jelly has no reason to work with us nor do we have a desire or would benefit from such a thing. They do their thing and we do our thing. Any time faildus wants to come back we would welcome most with open arms. There are no hard feelings - you were promised something you did not receive. We have already welcomed plenty back (yourself and xxlenore among them).

Unless Crimson wants to add something this is all N00bstories has to say on the matter.

As I said before, I have a script that logs the player counts on all servers connected to RenGuard every minute. I did not create numbers out of my ass, as you so eloquently put it. The average daily player counts are only 3-5 players less than the year before. It's a 7 year old game and there will be attrition, no matter how much you don't want it to happen.

As to the TeamSpeak bug, it's just a sequencing error on my part. I'll make it a priority to fix it this week.

And, as luv2pb said, we have already welcomed several former exodus members back with open arms and no hard feelings and we will continue to do so as long as they keep coming back.

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