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Subject: Re: Fixing... Points?

Posted by [Goztow](#) on Mon, 18 Aug 2008 06:38:45 GMT

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Number of players isn't influenced by point fix but by a load of other factors: moderators, popularity of other servers, a0000000000000000, community feeling, the fact friends play somewhere, some server side mods, the weather (!),...

Our server has had less and more players over a period of time with or without point fix. We never changed any other setting, really either. It's mostly seasons playing: in summer there's less people cause they are on holidays / enjoy the nice weather; in september/october a lot of people come back to play more and in winter times we also see an increase. Maybe that's what happened on Jelly too. I can't believe any player would be stupid enough to leave because their sakura doesn't make 10 points/credits per hit anymore.

Edit: never heard of these MCD-dudes and cba to register just to read a topic.

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