
Subject: Re: The Pointmod and the Game Listings
Posted by [liquidv2](#) on Thu, 08 Oct 2009 04:32:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

why is anyone trying to argue about new communities being successful if exodus can't get off the ground even with a high host name and direct connect? they are run well and have people who know what they're doing running it as well

it would make more sense to drop that part of the argument entirely
