
Subject: Re: What's your lowest point in renegade been?

Posted by [nikki6ixx](#) on Sun, 01 Aug 2010 04:54:55 GMT

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I thought the Ragequit 2010 dealio was pretty hilarious after we saw what it was. A couple responses I read on NS were solid gold.

As for the marketing stuff, I didn't think the span of time between my posts was that long. But that's a year ago, so it's hazy. No harm done, and Creed does a bang-up job. Either way, my input would've likely been about 'community relations' between NS and Exodus so in the scheme of things, I probably would've been even more useless in that department than I was before the split.
=P

For your first point, I get what you're saying. I felt like just forgetting about it. I had school, I had work, and other things in the mix. But I decided to 'invest' my time to the place...

Others, and myself liked the group of people we had, and felt that it'd be a loss to Renegade if they either just joined different communities, or leave, or just play without a place to frequent. That was my chief concern, and I think we succeeded in that regard because we still keep a lot of friends from NS around on the forums that may have just gone away. Server performance was not my #1 priority; community retention was.

The reason I feel that it was lowest point in my Renegade experience was just that almost overnight. NS had a tight community with a lot of cool people split in a very angry fashion. Renegade to me was more about n00bstories, the community, than the game.

I think for quite a few people the situation was a low point. So I wanted to help make it better. Working within Exodus, and making it a fun community was the best way to do it, given the options I had.

I'm happy that you guys had spent time deliberating on a friendlier atmosphere. That does mean a lot, both to me but also the community. It's a shame that something occurred to stop that, although I'm unaware of what it was. Whatever the case, I do hope you guys decide to pick it up again.
