



# Nova Generation est Complevit

orbis. was founded on the premise that former bits & Bytes Vanilla players would be able to experience nostalgia. Slowly but surely people were coming back after hearing all about it from me, and the initial few people that were here. I'd like to thank the members here that inspired me to relaunch bits & Bytes Vanilla under the orbis. name.



**Michael**  
(TotalTowerTech)



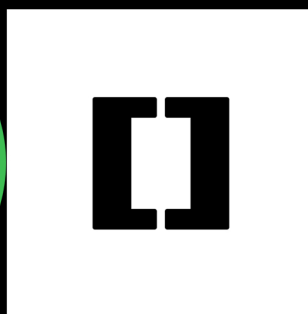
**Royce**  
(Squid Grill)



**Nayab**  
(ServerLion)



**Andrew**  
(Alee)



**Rahilu**

As you may have guessed from the title, the server is unfortunately shutting down for good. On Wednesday January 9, 2019, orbis. will be permanently closed. This time, this was all a matter of personal choice.

The server, while I'm happy seeing people come in, the fact of the matter is that there are multiple factors that really pushed me to this decision. The problems that arose during bits & Bytes Minecraft 2 have been completely magnified by 200%, and I've let it carry out for even longer. Though it somehow ended up much worse than that. We're all just doing transit stuff, including myself. There's nothing fun and engaging anymore. There's no real interaction, just "Hey I'm coming on to build this!" To your credit, the parties held throughout this new year were interactive experiences. But they sadly couldn't make up for a whole 2 months of just construction. As we've observed in the past several months, barely anyone plays, and even if anyone does, it's just for more personal construction projects.

As for myself, I couldn't even keep myself engaged in actual activities. I brought the server back for the sake of everyone else, but I felt as if I was missing out on something. I really only joined orbis. for one project and one project only: W/TSB. I obviously couldn't keep myself engaged with that for very long, which is probably where the trolling started, and me being in 75% spectator just watching other people do their thing and staring at water with shaders on. Obviously, we were inevitably called out by how terrible we were starting to become with that letter from Miles. I discussed this with Nayab on that night and that's when I came to the realization that I was just becoming stressed running the server again. We agreed on lots of things, and the contents of this document are what we've discussed, and that's including the shutdown of this server.

As it stands right now, there is no reason for the server to continue being a multiplayer server. There's a lot of drama that breaks out, and burnout too. I'm paying monthly for this server to continue, and sometimes I've went to the extreme to keep the server afloat. But now, I feel if I keep the server running, I know I'll regret backing it financially, as the server's funds will end up coming out of my own pocket. I'd be much happier releasing the world as a single player experience, and if you want you can host your own personal LAN parties if that's your thing. For now, I'm done with hosting, and I think it's time for me to move on.

Thank you for your continued support for the past 2 months, but I think it's time now to say goodbye to orbis.

Best wishes,

**Matt (The Pixel Polygon)**

# World Download

**(backup from Jan 5, 2019 at 12:01 PM UTC)**

<https://mega.nz/#!HohViCpJ!aXWj6oTH8HrdyR9KgstxijhfDIGb5cAmpxuGKtDjpxo>

## File Hashes

MD5

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