

*Before you review this document, please be advised that the attached videos, screenshots and external documents might contain swears and other inappropriate messages or behaviour. This is only attached in this document for full transparency and clarity.*

**WARSAW, POLAND:**

Hello everyone,

We are writing this statement to inform you that our partnership with “OpenCPI” has ended. We have not been informed about the exact time of the cancellation, and this has come as a surprise to us as well. Usually, partnerships end without weighty issues; however, this time, certain individuals from the other side have made false claims about our project and removed two of our administrators from their Discord server, meaning we have no way of defending our project and team from these accusations. Together, we have decided that putting out a written statement like this is in our best interest to make the situation clearer and give us the opportunity to talk about our stance on this.

When relaunching the project as Club Penguin Island Remix, one of our key goals was to leave behind the troubled past of Waddle Penguins Island. We have hope and prayers that this will be the last situation that results from anything associated with our past.

The main argument against us was that we are risking our users' safety by still supporting the original game and not exclusively “OpenCPI” builds. If you are not aware of the former partner’s activities, they make custom builds of Club Penguin Island based on a decompiled version of the original source code, updated to newer Unity<sup>i</sup> editions.

This entire immature drama comes from our former Interactive Content Team member, Wednesday/Simon (aka. the owner of “OpenCPI”), taking internal messages out of context, then continuing to discuss these with his own team, who were not authorised to receive and read messages from an internal source. It is worth noting that all Club Penguin Island Remix (or Waddle Penguins Island) staff have agreed to the Staff Agreement, which prohibits the redistribution or disclosure of internal content. [This policy is available on the web for transparency.](#) This alone should have been the basis for a suspension of the team member and a revocation of the partnership; however, this did not happen since more talks were ongoing during the weeks, and it just did not become a concern to anyone.

You can find the links to video proof of the related chats below.

1. First group chat (Chris Ruby Jane, Simon, Lunatiik) - <https://youtu.be/O8aL6ly0MYs>
2. Club Penguin Island Remix Developers Group Chat (Chris Ruby Jane, fru, Index, Simon) [later on called “Dev GC” for simplicity] - [https://youtube.com/shorts/y\\_fF6HyDS3I?feature=share](https://youtube.com/shorts/y_fF6HyDS3I?feature=share)


The main point of the group chat was to inform Chris – one of the owners – about the “*OpenCPI*” – *Club Penguin Island Remix* partnership falling through if we pursued the planned support for the official 2017 version of Club Penguin Island. To get more context on this, let me explain what Club Penguin Island Remix is.


This project is an online service recreation for Disney’s Club Penguin Island. This means that we handle online operations and multiplayer for the game. The original (and still actual) conception behind our project was giving players full control over where they want to play. Because we’re open to everyone, you can choose to play on the original game and custom clients. On release, you will see a notice on our website asking users not to use custom content from the clients if they plan to use the original game. This is simply because we have not yet found a reliable way to distinguish custom clients’ game server requests from the original game’s requests to send different data regarding the penguin and its inventory. Obtaining custom content and then using the original client might cause issues in data syncing or even just general playback.

As you can read from the first video recording, Simon and his friend kept completely omitting the main point and wandering off to insignificant topics. This, along with unwanted injections from a person without full access to the messages, has started a fight. The second part of the argument was taken back into the Dev GC, which you can check out in the second attached video.

Lunatiik – one of the main causes of this & a staff member at “*OpenCPI*” – started spreading misinformation regarding our project and us. In a (now deleted) rant on the former partner’s main chat, they’ve accused us, again, of jeopardising everyone’s safety for supporting the original game’s client. It is important to notice that this is the first instance of bringing this into the public eye, as the rest of us tried to navigate this in private, not to cause a public misunderstanding. We assumed that the other party would do the same, as they kept on arguing about “the community”, which you will quickly learn was just a cover-up. You can find screenshots of the full rant attached below.

# island-central · A place to talk about anything Club Penguin or Club Penguin Island related.

 John 20:45  
How did it not launch with a puffle is the real question

 broimluna 21:05  
To the Club Penguin Island Remix team/to whoever it may matter:

The OpenCPI team will not touch the original build of CPI, including the CDN, due to a proven CVE vulnerability, and if we create a CPIPS, **WE WILL NOT CLOSE IT DOWN.**

<https://unity.com/security/sept-2025-01>

Luna and I will not compile new builds of the original client nor work on CDN/CDN compatibility. The OpenCPI client is patched and is more secure.


Luna will personally not build any Android build of the original client for the security of the Remix users, neither will I for Desktop.


I can't get Unity 2017 to work on my gpu and I will not spend months to years redecoding stuff that can't be recompiled anymore.

Why fix a CDN that wont be compatible with OpenCPI builds? Why fix a CDN for a version of the game that is vulnerable to hacks?

Player safety should be the number one priority, if it isn't, we can't support this project. (edited)

Shall we develop the OpenCPIPS?  
Select one answer

 Yes!


 No... we prefer Remix...


3 votes · 22h left      Show results      [Vote](#)

Club Penguin Island Remix's goal is to make you pay.

**THEY DO NOT CARE ABOUT YOU, OPENCPI, OR CLUB PENGUIN**

We need your opinion:

 @broimluna To the Club Penguin Island Remix team/to whoever it may matter: The Open

 John 21:39  
Please allow item adding also  
And data import

The CVE<sup>ii</sup> mentioned in multiple of the messages in the screenshots only affect you if your device is already hacked or if someone has access to your device through another method Unity has even released a [patcher for older games](#) that patches this vulnerability completely. This patch can be used on Windows, macOS and Linux devices, which enables users to safely use the original game on these devices. The severity of this issue was blown out of proportion by our former partner. Our tries to explain this to them were unsuccessful and followed by mostly irrelevant arguments. You can read more about the vulnerability – CVE-2025-59489 – at <https://www.cve.org/CVERecord?id=CVE-2025-59489> and at <https://unity.com/security/sept-2025-01/remediation>.

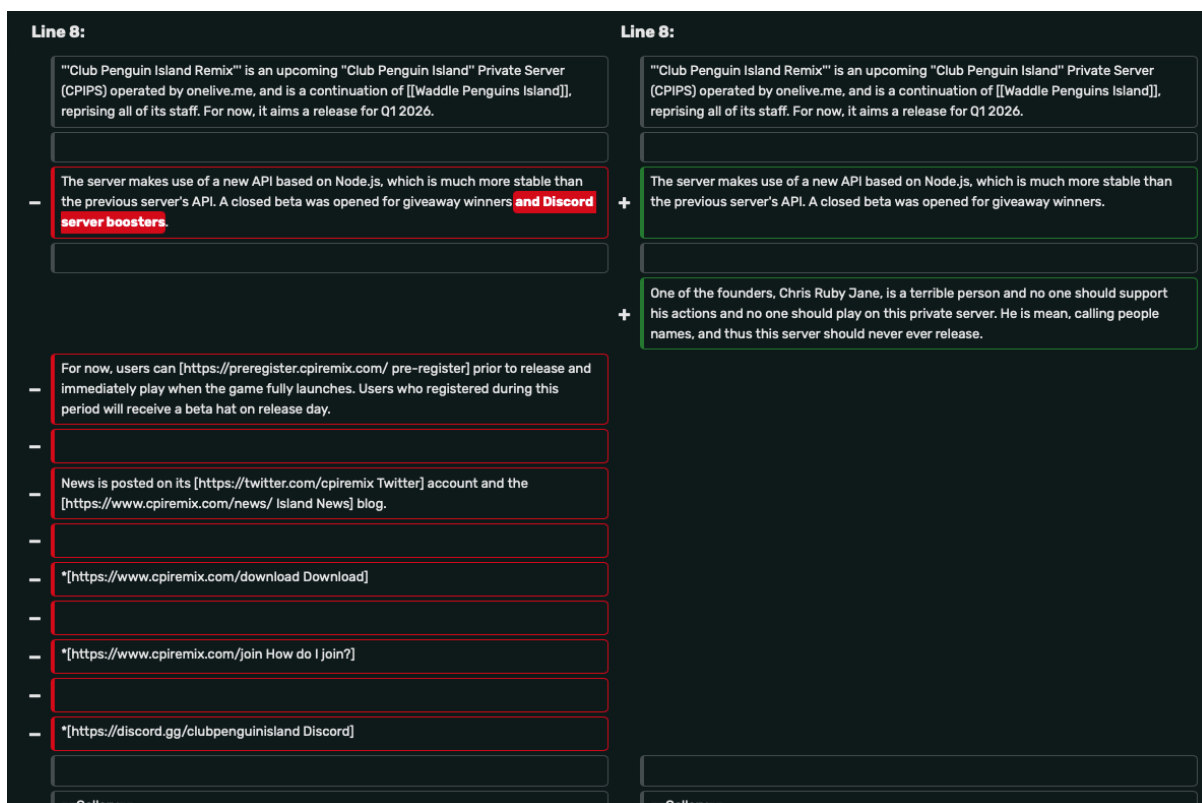
Another important claim made by them was that our project exists only to collect money and, in their words, “make you pay”. Please understand that this is not the case. We offer early access and certain rewards for Discord server boosters that help our project grow and access community-based features. We do not receive any money from this, and it does not directly benefit us as community owners. Boosting is entirely optional, and there are possibilities to earn early access via giveaways until the project’s public release in March 2026.

Our project was revived by pure nostalgia and care for Club Penguin Island. We’ve privately reworked all our faulty code over the course of a few months to come back to the community to play the game online, not to gain monetary profits. Such misinformation was just meant to harm the project’s overall public image and there were no actions about reversing it. The owner could only tell us “but that was also posted by luna[...]not I” which is a clear case of avoiding any kind of responsibility regarding the situation.

We feel as though the blatant disregard for our internal Staff Agreement, paired with the fear mongering and false narratives spread by our former partner, are rooted in a goal of monopoly. It would be in their best interests for OpenCPI to win over users and could be the only explanation for the discourse that was forced into public eye, which was overwhelmingly negative and mischaracterised. As mentioned before, it was in none of our interests to bring this argument into the public eye, however, our former colleague has found it as the perfect opportunity to take people over by a storm. This can be further confirmed by the blatant tries to paint Chris Ruby Jane as a “terrible person” on wiki pages about Club Penguin Island Remix and Waddle Penguins Island on the CPPS Wiki.

On March 4<sup>th</sup>, 2026, two new accounts edited the aforementioned pages. The first edit was made to remove links to the project’s websites, socials and pre-registration pages; mentions that Discord server boosters get perks and add malicious information about the administrator.

You can individually confirm this yourself by checking the edit at [https://cpps.fandom.com/wiki/Club\\_Penguin\\_Island\\_Remix?diff=prev&oldid=14232](https://cpps.fandom.com/wiki/Club_Penguin_Island_Remix?diff=prev&oldid=14232) or look at the screenshot below.



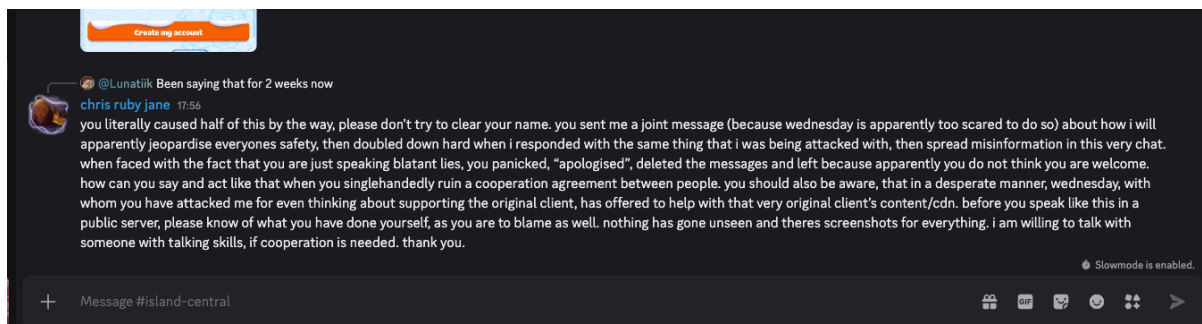
The next person (or someone’s alt account) [reverted the first changes](#), then [re-applied the same exact changes](#). Chris and the person responsible for the fake information then went on to undo each other changes, while the former partner’s manipulated supporter kept talking about ‘brainwashing’ one of the CPPS Wiki’s administrators (and Club Penguin Island Remix’s long-standing moderator), Jeff The Rock.



All this is, of course, available on the edit history for both the [Club Penguin Island Remix](#) and [Waddle Penguins Island](#)’s wiki pages.

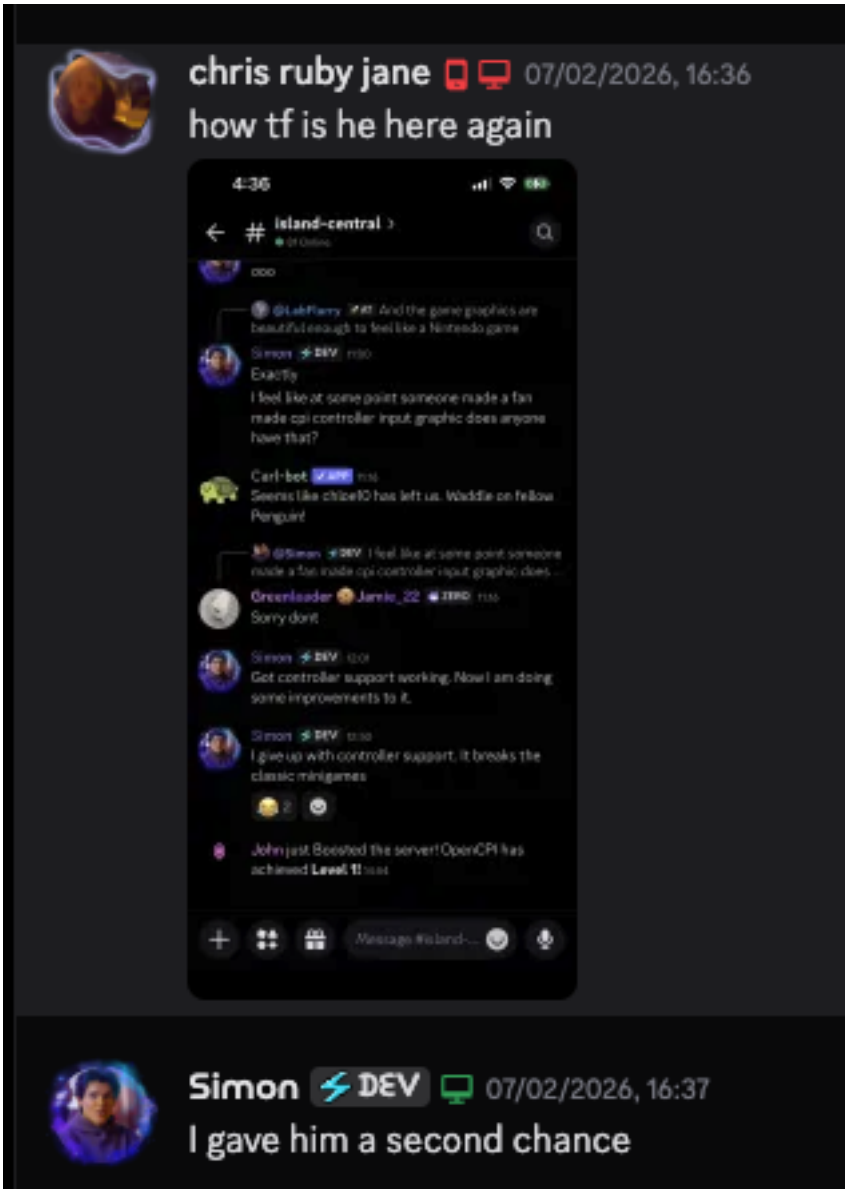
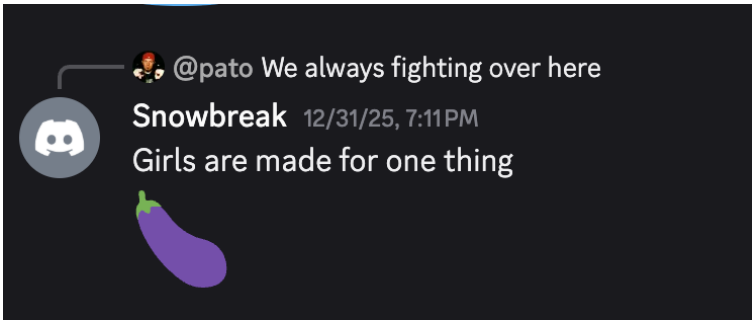
It is in our best interest to keep our name and people clear of false accusations and such childish drama. We advise everyone to analyse this situation in their own view; however, it is an undeniable fact that this argument and public comments were made without a justification and with pure malicious intent.

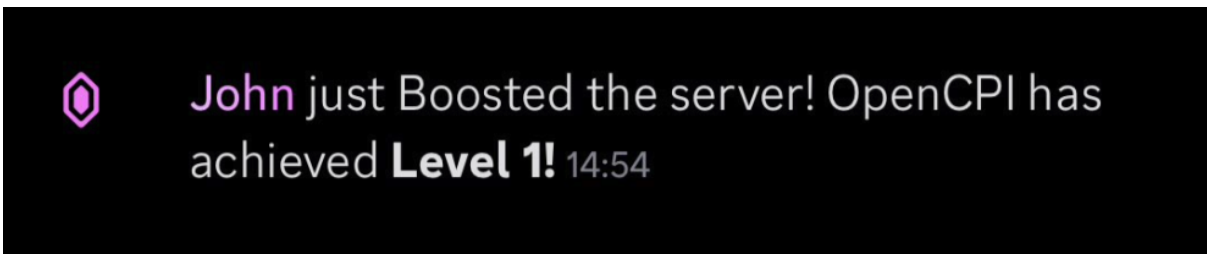
Furthermore, Chris and Fru were banned from the former partner’s Discord server when attempting to defend the project and stop the spreading of false and malicious messages.

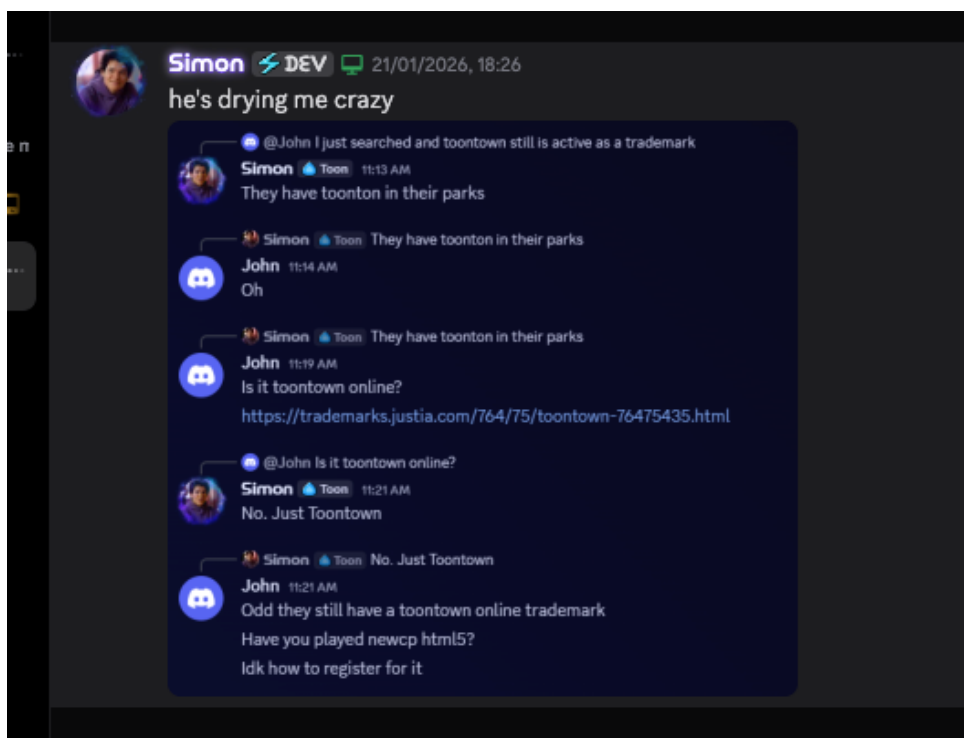


The reason for the ban was “starting or engaging in drama”, which is just a cheap attempt at censoring the other side’s (in this context, Club Penguin Island Remix’s side) point of view and facts. If our Staff were the ones to start the entire public conversation regarding the drama, it would make sense. As you may have guessed, though, this is not the case, and they started this on their own. Unfortunately, the chat was clear to get rid of any evidence.

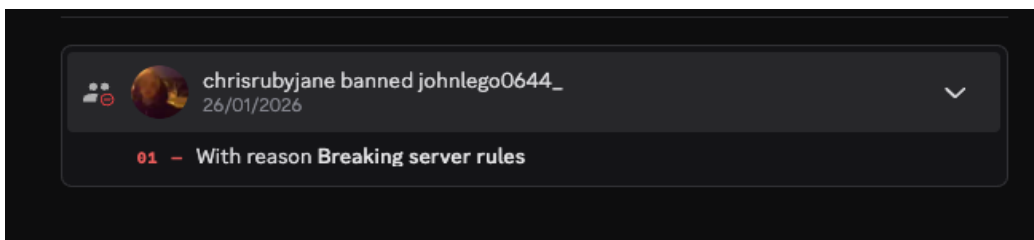
Simon has attempted to bring this situation into Club Penguin Atake’s Discord server after the “OpenCPI” – Club Penguin Atake partnership was terminated by One Live<sup>iii</sup> (the owner group of Club Penguin Atake & Club Penguin Island Remix). The termination was agreed to by Boo0 as well, unlike the narrative that the partnership was only terminated by Chris. One of the reasons that also added on to the termination and immediate removal of him from the Club Penguin Atake Staff Team was letting back a person, who is known to cause issues and be disturbingly disgusting, back into “OpenCPI” even though Simon himself has pressured the Club Penguin Island Remix Dev GC into banning that person from CPIR and on multiple occasions called him annoying. In the following screenshots, you will see one of John/Snowbreak/Hypermaster/Spin2Win’s disgusting messages and then Simon talking badly about someone whom he then ‘gave a second chance to’.



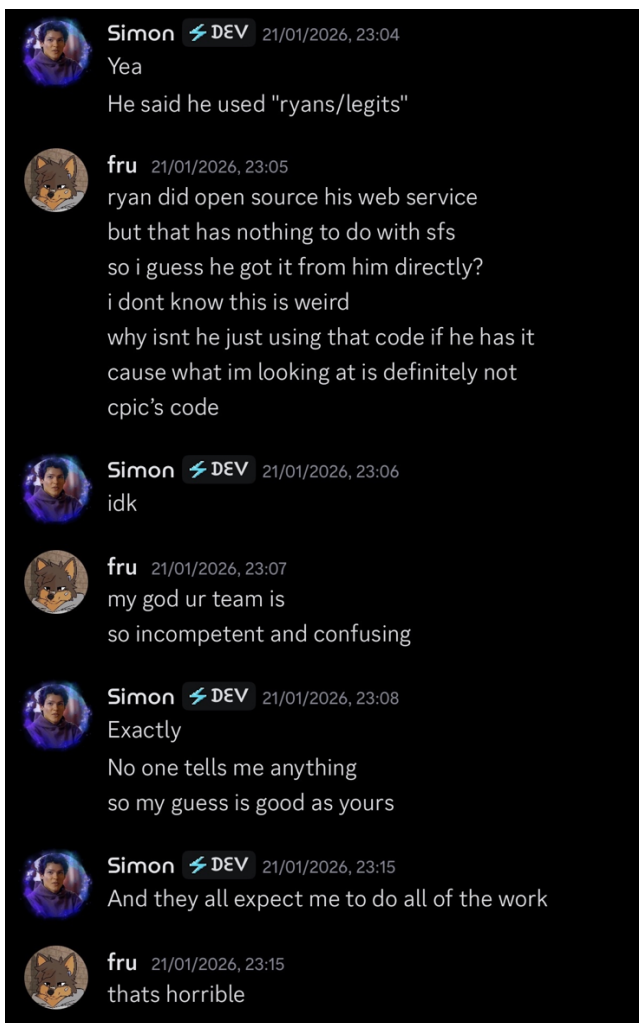






John was not banned from Club Penguin Island Remix in its initial few weeks, as we had insufficient evidence to connect his new alt – John – to his old accounts under the names snowbreak, hyperbeast, hypermaster and spin2win. He was promptly banned when we gained enough to connect all personalities to one person.





Simon had a habit of talking badly about his own staff behind their backs. As he has violated the Staff Agreement, we can now release that freely.

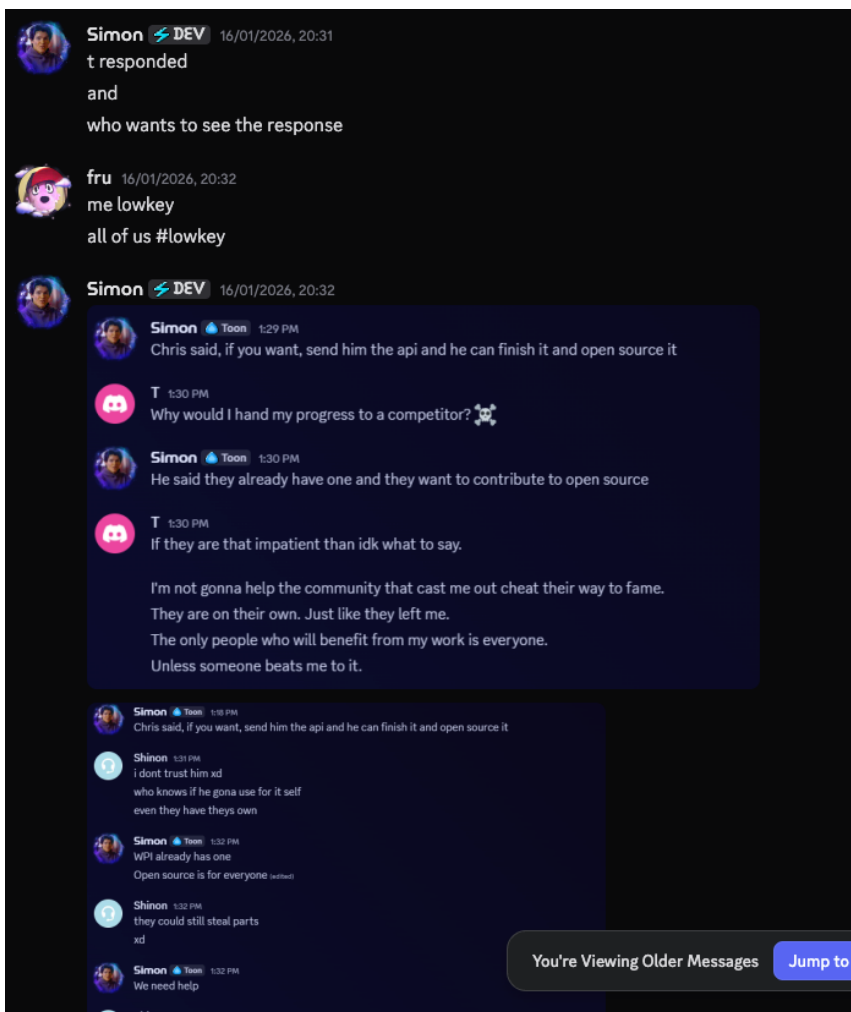


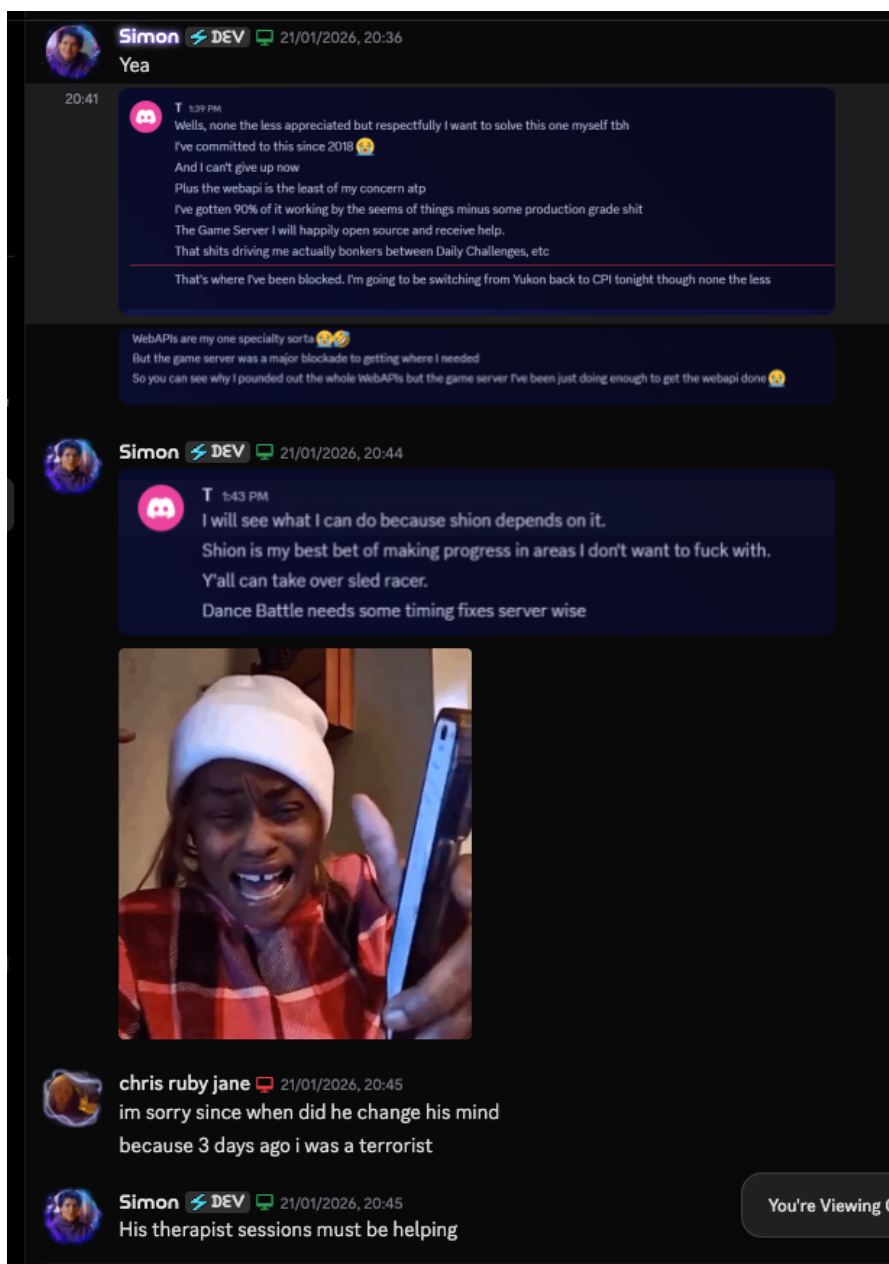
 **Simon** ⚡ DEV 21/01/2026, 23:21  
Galaxy helps every once and a while  
I understand why they can't always  
They have school  
Pickle once helped  
but been dead silent for about a year  
Lunatiik helps with the website, WebGL, and  
Android when he has time  
Most of the time, he is busy with work and college  
T, we know that story  
Shinon is too lazy on Roblox 24/7  
and that is the whole team  
wait chaval  
they had really good ideas  
and grasp on the project  
but they went dead silent like 2 years ago? and that  
was the last I heard from them

 **Simon** ⚡ DEV 16/01/2026, 21:38

 T 1/8/2026 3:44 PM  
Oh so they admit they stole cpic  
Using firebase and awful non node JS web apis  
So they are doing what I've done from day 1  
Which shion and everyone said is impossible  
Yet here I am actively doing it 🤪  
Bro they don't threaten me  
I promise u we are still better  
That screenshot is 2 weeks ago progress for me 🤖  
Like me web API is so done up they will NEVER COMPETE  
I did 100% of web APIs  
Including igloos, friendship, friend tracking, encryption, chats, multiplayer, database, CDN, parties.  
Fuck WPI frfr  
They aiiinntt shit.  
Fine. Fine. They wanna play Simon.  
Let's play.  
I'm gonna send you some sexy screenshots I want you to make public 🤪  
And put their money where they mouths are 🤪

 **fru** 16/01/2026, 21:38  
LFMAJMGJMLGGJG  
THIS SCHIZOPHRENIA OMG





It's also important to know that tboskkk, one of "OpenCPI" developers, is known to be weird, use slurs against people, steal others work, be rude to his team and more. However, as he is not our focus here, you can read the entire [51-page-long document regarding him and his questionable actions](#). Please be aware that this document might contain mentions of racism and more.

This statement has been made to help you understand the situation and our stance on this matter. Club Penguin Island Remix is not closing and is not dependent on the now former partner. We are more than happy to deliver the best of our services in March 2026. We invite our users to learn more about our trusted partners' services – One Live's <https://www.onelive.me/> and Sunrise Games' <https://sunrise.games>.

We hope that this is the last official communication notice that we will have to publish regarding our former partner and the immature drama they have started.

We wish everyone a peaceful day, and we can't wait to see you on the island this month.

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<sup>i</sup> If you are not savvy in the terminology behind the game itself: Unity is the name of the game engine that Disney built Club Penguin Island on. Decompiled source code means that they obtained the code that was used to create game by ripping it from the original built version. This code can then be used, edited, and modified however wanted and then compiled into a custom version of the game.

<sup>ii</sup> Common Vulnerabilities and Exposures (CVE) is a standardised, industry-recognised dictionary and system for identifying, cataloguing, and sharing information about publicly known cybersecurity vulnerabilities in software and hardware (as per IBM.com - <https://www.ibm.com/think/topics/cve>). It can also be called a software vulnerability or simply safety concern regarding software.

<sup>iii</sup> The concept of a group owner of projects might be weird to some, however, as most of the projects (now under the group) had similar or close ownership, management and administration, we've formed the group in the past and decided to manage everything under one name.