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Subject: Re: C&C Tiberium - FPS Game

Posted by [GEORGE ZIMMER](#) on Tue, 29 Jan 2008 16:31:08 GMT

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Not necessarily- Usually when two teams go on for ages with nothing too special happening, it's in a public server- Where pretty much no one is a team player.

Therefore, usually, both teams aren't very coordinated, hence them both being somewhat even.

However, I've won a number of games thanks to some (albit rare) teamplay.

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