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Subject: Re: EA AXES TIBERIUM

Posted by [R315r4z0r](#) on Wed, 01 Oct 2008 17:44:42 GMT

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Aircraftkiller wrote on Wed, 01 October 2008 02:09A game that has an average of 60-100 people on it per day is most definitely not "alive" by most methods of measuring success.

As long as there are two people in the game willing to play each other, the game is alive.

The amount of players means nothing, just as it is above 2.

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