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Subject: Re: EA AXES TIBERIUM

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 01 Oct 2008 17:57:40 GMT

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Quote:

A game that has an average of 60-100 people on it per day is most definitely not "alive" by most methods of measuring success.

More like a couple thousand of people per day. Renguard statistics say 1060 players have logged into their network in the past 24 hours, and most people don't even use Renguard anymore. And it's in the middle of the week.

Also doesn't include the amount of people who play the game, but not necessarily every day.

For a six and a half year old game that received mediocre ratings and poor advertising, a couple thousand players per day and a thriving community (total conversion mods, unofficial patches, community anti-cheat systems, scripts, dozens of servers and sub-communities) is extraordinary.

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Tiberium being canceled was expected. The really long news drought, Red Alert 3 dominating the news, lack of a C&C mode, huge lack of interest in the game, the announcement of the game being delayed, the community manager quit.

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