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Subject: Re: EA AXES TIBERIUM

Posted by [luv2pb](#) on Wed, 01 Oct 2008 06:40:35 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.

inb4 Crimson stats

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