
Subject: Re: EA AXES TIBERIUM

Posted by [Goztow](#) on Wed, 01 Oct 2008 07:01:34 GMT

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luv2pb wrote on Wed, 01 October 2008 08:40 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
