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Subject: Re: Red Alert: FPS

Posted by [EvilWhiteDragon](#) on Mon, 30 Sep 2013 15:04:02 GMT

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I agree with you regarding to limited size and everything, but not with 32 players. For me the sweetspot is 24 players, providing plenty of action all over the place without getting too messy. In any case, most mods seem to have been made of like 48 to 64 players in terms of size.

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