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Subject: Yet another flame war (from CTFCY map thread)

Posted by [Raven](#) on Wed, 26 Mar 2003 16:35:57 GMT

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8 players or less? Once you go over 12 or so it turns terrible, before that it's still not that good, but, sort of playable. But why would such a big map be designed that could only handle at most 12 players before becoming terribly choppy? Doesn't make sense.

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