

## Planetside 2 will be free to play

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2000 soldiers/players in only one map!?!?!?!? I just wonder the size of the machine to handle such traffic.... and I'm not going into the math or code optimizations here, knowing what I know, its very hard to sustain such thing, unless using a farm to hold the thing (like 500 players on one single machine is kinda hard to get)

Read it here

[www.pcgamer.com/2011/09/08/planetside-2-...-on-one-battlefield/](http://www.pcgamer.com/2011/09/08/planetside-2-...-on-one-battlefield/)

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