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Subject: Re: Now that Tiberium is canceled...

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 05 Oct 2008 22:24:17 GMT

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How I look at it though, is that they canceled Tiberium because the concept simply didn't work (alongside other, internal problems). It's very rare that you find EA canceling games, so having Tiberium canceled would mean that it simply a disaster. Otherwise they would've either released it as is, or spent a few months fixing whatever problems it had.

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