
Subject: Re: 'Tiberium' First Person Shooter Features
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 17 Apr 2009 23:08:07 GMT
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Quote:

And I'm glad they canceled tiberium, it was going to turn out like crap, the art looks like a mediocre game 3 years ago.

In terms of visuals, I agree, it doesn't meet the standards for a UE3 game set to come out during mid-to-end 2009 (which I believe was the planned release range).

No one will ever know for sure, but from the gameplay information released by EA about this game, I doubt I would have ever liked Tiberium.
