
Subject: Tiberium delayed til 2010 fiscal year
Posted by [renohol](#) on Wed, 30 Jul 2008 05:59:36 GMT
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sorry folks, here's the scoop:

<http://www.gamespot.com/news/6195142.html?tag=latestnews;title;0>

[UPDATE] Following the publisher's earnings announcement today, EA held a conference call to address the quarter's outcome with analysts. While relatively light on new information, the publisher did reveal one delay that will impact its full-year fiscal performance. Namely, the publisher said that the EALA-developed first-person shooter Tiberium will now ship during its 2010 fiscal year, which begins April 1, 2009. Previously, the Command & Conquer-inspired shooter was expected to arrive for the Xbox 360, PS3, and PC this fall.