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Subject: Re: 'Tiberium' First Person Shooter Features  
Posted by [R315r4z0r](#) on Sat, 18 Apr 2009 01:11:46 GMT  
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Face Palm.

OF COURSE IT WAS MADE BY THE SAME TEAM! That's why Tiberium was canceled in the first place!

The people working on Tiberium were MOVED to work on Medal of Honor instead. That's why EA said that Tiberium wasn't meeting standards, because no one was there to work on it.

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