
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.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [Starbuzzz](#) on Wed, 30 Jul 2008 06:01:24 GMT
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More time to enjoy RA3 then!

AND LOLLLLLLLL less competition for Ren (not that Tiberium is gonna steal Ren players)...

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [Canadacdn](#) on Wed, 30 Jul 2008 06:50:39 GMT
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The title of this topic is misleading. As stated in the article the '2010 fiscal year' starts on April 1st, 2009. That means there is still plenty of time for a winter or fall release.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [Muad Dib15](#) on Wed, 30 Jul 2008 12:10:45 GMT
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2010 is 2009

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [sadukar09](#) on Wed, 30 Jul 2008 12:12:14 GMT
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Like how 2009 cars comes out in 2008. Like, seriously, wtf.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [renalpha](#) on Wed, 30 Jul 2008 13:44:46 GMT
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^

Ya strange stuff

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [danpaul88](#) on Wed, 30 Jul 2008 16:12:37 GMT
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Fiscal year 2010 means the fiscal year ENDING in 2010, which happens to start in 2009. And, personally I think it's good news, gives them plenty of time to fix any bugs and such, rather than rushing the release, like they did with Renegade.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [R315r4z0r](#) on Wed, 30 Jul 2008 16:23:11 GMT
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Yea, not people can stop complaining "Oh EA doesn't care about there games!"

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [Canadacdn](#) on Wed, 30 Jul 2008 16:42:36 GMT
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danpaul88 wrote on Wed, 30 July 2008 11:12Fiscal year 2010 means the fiscal year ENDING in 2010, which happens to start in 2009. And, personally I think it's good news, gives them plenty of time to fix any bugs and such, rather than rushing the release, like they did with Renegade.

Maybe they will add a C&C Mode! (Very unlikely)

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [GEORGE ZIMMER](#) on Wed, 30 Jul 2008 17:04:57 GMT
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Yeah, needs alot more vehicle and base presence. Even if it's not 100% conquest mode, bases need to make some form of apperence. I'd settle for conquest mode, but only on two terms:

1: You can kill Command Posts.

2: All Command Posts are in a form of building. Base structure, bunker, civilian building, whatever- As long as it's a building.

Subject: Re: Tiberium delayed til 2010 fiscal year

Posted by [u6795](#) on Wed, 30 Jul 2008 17:08:24 GMT

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Cabal8616 wrote on Wed, 30 July 2008 13:04 Yeah, needs alot more vehicle and base presence. Even if it's not 100% conquest mode, bases need to make some form of apperence. I'd settle for conquest mode, but only on two terms:

1: You can kill Command Posts.

2: All Command Posts are in a form of building. Base structure, bunker, civilian building, whatever- As long as it's a building.

Like in Crysis

Crysis multiplayer is pretty awesome, surprisingly similar to Renegade if you think about it - there's power plants, war factories, barracks etc.

Subject: Re: Tiberium delayed til 2010 fiscal year

Posted by [Romaner](#) on Wed, 30 Jul 2008 17:28:05 GMT

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i thought that fiscal year end/beginning is in september...

or is it company based? because for my company fiscal year end is september. and if you think about it alot of next year's cars come out in the fall... like how the audi 2009 models are going to hit North america in september for example.

Subject: Re: Tiberium delayed til 2010 fiscal year

Posted by [nikki6ixx](#) on Wed, 30 Jul 2008 19:11:27 GMT

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As of this writing, EA's share price is at \$44.00, a 3.40 drop from opening. I'm very tempted to pick up some shares in the company.

Subject: Re: Tiberium delayed til 2010 fiscal year

Posted by [R315r4z0r](#) on Wed, 30 Jul 2008 19:20:33 GMT

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It would be smart... with RA3 coming out.. and many of their other games too.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [cnc95fan](#) on Wed, 30 Jul 2008 19:28:08 GMT

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nikki6ixx wrote on Wed, 30 July 2008 14:11As of this writing, EA's share price is at \$44.00, a 3.40 drop from opening. I'm very tempted to pick up some shares in the company.
It then flies high after RA3 release :V Not a bad idea really.. Though you could compare that to Microsoft and Windows Vista.....

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [nikki6ixx](#) on Wed, 30 Jul 2008 19:34:35 GMT

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cnc95fan wrote on Wed, 30 July 2008 14:28nikki6ixx wrote on Wed, 30 July 2008 14:11As of this writing, EA's share price is at \$44.00, a 3.40 drop from opening. I'm very tempted to pick up some shares in the company.
It then flies high after RA3 release :V Not a bad idea really.. Though you could compare that to Microsoft and Windows Vista.....

I'd be banking more on Spore, especially because it has garnered so much public, and media attention.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 30 Jul 2008 21:17:49 GMT

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Canadacdn wrote on Wed, 30 July 2008 12:42danpaul88 wrote on Wed, 30 July 2008 11:12Fiscal year 2010 means the fiscal year ENDING in 2010, which happens to start in 2009. And, personally I think it's good news, gives them plenty of time to fix any bugs and such, rather than rushing the release, like they did with Renegade.

Maybe they will add a C&C Mode! (Very unlikely)

I sure hope so, but you're probably right. Renegade>Tiberium tbh

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [Nukelt15](#) on Wed, 30 Jul 2008 22:35:56 GMT

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I predict that the game will still be released unfinished, with at least one glaringly obvious bug/exploit that should have been caught in beta.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [thrash300](#) on Fri, 01 Aug 2008 00:38:55 GMT
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renohol wrote on Wed, 30 July 2008 00:59sorry folks, here's the scoop:

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Maybe The Game Command And Conquer Tiberium Will Bring More Players To The Game
Command And Conquer Renegade I Think.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [nope.avi](#) on Fri, 01 Aug 2008 01:51:10 GMT
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thrash300 wrote on Thu, 31 July 2008 20:38renohol wrote on Wed, 30 July 2008 00:59sorry folks, here's the scoop:

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

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Maybe The Game Command And Conquer Tiberium Will Bring More Players To The Game
Command And Conquer Renegade I Think.
Or it may just drag them away.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 01 Aug 2008 04:12:03 GMT
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I don't think it'll have a major impact on Renegade's numbers. We'll probably see a slight decline right after the game is released, but Renegade is good at getting you to come back to it.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [nikki6ixx](#) on Fri, 01 Aug 2008 04:25:41 GMT
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\$43.18 for EA.

Not bad.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [R315r4z0r](#) on Fri, 01 Aug 2008 04:27:54 GMT
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I remember when C&C3 came out. There was no one on Renegade. XD

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 01 Aug 2008 04:52:50 GMT
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R315r4z0r wrote on Fri, 01 August 2008 00:27: I remember when C&C3 came out. There was no one on Renegade. XD

This is true. But if I remember correctly, Kane's Wrath multiplayer numbers are actually lower than Renegade's.

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [a000clown](#) on Fri, 01 Aug 2008 04:55:10 GMT
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[NEFobby[GEN] wrote on Fri, 01 August 2008 00:52:] Kane's Wrath multiplayer numbers are actually lower than Renegade's.
That's amazing if that's true. And yet EA still doesn't care about us dedicated Renegade fans, sad really

Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 01 Aug 2008 04:59:06 GMT
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I can't guarantee if it's true for sure, but I had heard Mighty BOB! say it though and he usually knows what he's talking about <_<
