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Subject: Re: C&C Tiberium - FPS Game

Posted by [Stefan](#) on Fri, 21 Dec 2007 00:11:50 GMT

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Quote: Since Tiberium is being treated as a new IP by Electronic Arts, the development team was given a much longer development cycle in order to create and test new gameplay ideas.

I still wish they'd implant something like the CNC mode...

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