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Subject: Re: EA takeover

Posted by [GEORGE ZIMMER](#) on Wed, 23 Apr 2008 00:26:00 GMT

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It was, but that was mostly to fix up graphics and stuff. Before, it had fairly low poly and low textured models- It wouldn't have been up to the standards of 2001's-2002's games.

I dunno if it was EA's or Westwood's decision to delay it, but either way, I would have gladly waited a few extra months so this game could have lived a couple more years (Not that it's dead yet, but yeah).

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