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Subject: Re: EA AXES TIBERIUM

Posted by [nikki6ixx](#) on Tue, 30 Sep 2008 20:27:59 GMT

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Would you guys rather have a game that was 'not up to snuff' so you could play it, and then bitch and moan about how much it sucked, and how much EA 'fails?'

If a company like EA deemed that this game did not meet their quality standards, then it was probably pretty horrible; seeing as they are willing to take the monetary losses associated with Tiberium's development so far. If anything, it means they might be listening to gamers, and are making changes to produce games that people will enjoy playing.

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