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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [Oblivion165](#) on Fri, 04 Jun 2004 17:40:02 GMT

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jonwilThe info in this thread about what ren could have been is yet another thing to add to my "reasons I hate EA" list.

Along with the canceled renegade 2.

And the crappy way they did V8 Challenge

Plus the non-release of the scripts.dll source for renegade (or indeed support for ren modders generally)

Plus the fact that they keep churning out crap like "yet another lame WW2 game" (i.e. Battlefield, Medal OF Honour etc) and other crap.

And the fact that every remotely original idea EA has had over the past decade has been run into the ground or ignored or not supported (with the exception of The Sims but they probably aren't doing anything good for fans of that game either, releasing "yet another expansion" for it while not doing stuff the fans really want for example)

Dont forget every james bond game

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