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Subject: Re: EA AXES TIBERIUM

Posted by [Ryu](#) on Wed, 01 Oct 2008 08:46:41 GMT

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Goztow wrote on Wed, 01 October 2008 09:13: Actually a good friend of me linked this to the credit crisis and that doesn't seem far fetched. EA surely needs to loan money during the development period?

You're probably right, EA knew if this game sucked it would backlash, So they probably poured more money into development and got more devs in before America's economy started to fall. (Thnx, American financial district!)

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