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

Posted by [phlakaton](#) on Thu, 03 Jun 2004 21:48:43 GMT

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the bitter end for me was when some EA exec couldnt figure out how to use a ladder in the tutorial and so they changed the front end of mission 1... remember how it starts off the side of the beach and you get another lame tutorial about climbing ladders and using stuff... wasnt there before... there was a cool heli zip line assault from Nod on the beach and a fun run up to the two buildings... EA... GRRRR> we had a hovercraft on the beach on fire... GRRR

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