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Subject: Re: Do You Like E.A. Games?. I Think.

Posted by [GEORGE ZIMMER](#) on Sat, 19 Apr 2008 21:06:45 GMT

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My point was spooony, is that it'd be outright retarded to say "LOLZ YA I HAET THEM 2 CUZ DIS GAEM R BAD" when you've not even played the game.

This way, if he plays the game and thinks it's bad, he doesn't have to waste his money. To be honest, if I actually think a game is good, I'd probably buy it even if I pirated it earlier. Not that I pirate games, but yes.

Also, I don't quite HATE them, but their decisions are pretty damn low. I know that in the end most companies want money, but is it THAT hard to ask for quality? I'm not blaming the dev teams, I'm blaming the EA management themselves that think it's such a grand idea to pump out games pretty much 6 months apart and expect it to maintain quality.

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