
Subject: Someone said EA cares about money
Posted by [Dante](#) on Tue, 12 Aug 2003 21:02:10 GMT
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maytridyQuote:I thought the Sims online was \$9.99 per month, though its not my type of game anyway.

Was \$15, but nobody bought it, so they lowered it.

it has never been \$15, as i have been paying for at least one membership since it started (plus even i was a beta tester). TSO is well supported, and they even have a complete test center, and care about there customers feedback. This is maxis doing this, they are a successful company, and are pretty much entitled to do what they want with there software & how they update/progress it.

EA has too many customers to be honest to be able to cater to all there needs, although, they still manage to profit around \$40 billion a year. So, if you want to get there attention, one person can not simply say "hey, we want this game" you must make a movement that they can look at and go "ok, \$49.99 x 20,000 <> good sales, \$49.99 x 3+ million = good sales"

plus they have to pay the developers for the time of the game development, post development, and then you have a full support staff, servers, web, marketing, distrobution, etc...

basically, if 20,000 people cry for it, there may be 100,000, which currently isn't enough to be able to make a profit off of it.

its really all just economics and basic math.

im not saying i would love to have Ren2, god i would dream for it, but it can't happen according to the math.
