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Subject: Re: Minecraft!

Posted by [slosa](#) on Wed, 12 Jan 2011 06:59:18 GMT

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GEORGE ZIMMER wrote on Fri, 07 January 2011 11:36

you do realize most people who work on projects like this end up flat out quitting about now, right?

Yes, he upped the price. Boohoo. Personally, I'd rather this game get money than some shitty generic FPS sequel that's a rehash of the previous one.

Also, this:

Toggle Spoiler

Still, he could be doing a lot better. He upped the price without adding anything of value.

Anyways, how did you accomplish such wizardry?

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