
Subject: Article on EA's "monopoly" of the gaming industry

Posted by [gam3rj](#) on Tue, 24 Feb 2004 02:08:57 GMT

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dal11Kinda funny you posted that article. Since i have been able to afford it I have bought games that i found interesting. In the heyday of the snes and genesis I on average bought a game a week. There was never a shortage of good, interesting titles out there for any system. I figured up last year I bought an astounding 3 titles. UT2003, Windwaker, and Generals/Zero Hour. The thing that does bug me is that theres not much to buy thats worth it. Most ARE sequels.Quite a difference from 5 years ago in the heyday of the PSX where the sequel mania started. If anything blame sony for the sucess of the playstation.

Yep, Playstation really had the starting point of mainstream gaming. I hate most of EA's franchises, with exception of CnC and Battlefield, which (not counting CnC anymore) were both made by in house developers, not just EA.

EA is the largest 3rd party in the world. No doubt about it, meaning it overpasses even large parties such as SEGA.

But hell, I'm fine playing my first party titles on my GCN so I the hell with EA, the only profit they gain from me is Command and Conquer titles...that are actually good.
