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

Posted by [tooncy](#) on Mon, 01 Mar 2004 13:21:52 GMT

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I do agree that blizzard is very good at supporting their games, and I do agree about the core gameplay theory, but if you are being attacked then the sound and graphics DO come into play. Usually, the brain is focusing on the gameplay, but sometimes other factors intertwine with that. For example, I'm almost always listening to the phase tank sound in Renegade Alert, because I can't see it well. And with your example about the gun sound, if you hear a gun firing, your either going to turn around start firing, or run to the nearest tunnel for cover.

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