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Subject: illogical sig 'fuck ea...'

Posted by [ben5015se](#) on Wed, 31 Aug 2005 21:29:45 GMT

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iv seen this signature alot were it says stuff like fuck ea everything...

i find it kinda illogical to say fuck ea employe's becouse when you say that you have to remember there are still westwood workers working there, they have a 5 year contract for you to work and i dont think it has been 5 years since they bought westwood. so think about when you say that your saying fuck westwood and al;l the other poor compainies out there...

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Subject: Re: illogical sig 'fuck ea...'

Posted by [ben5015se](#) on Wed, 31 Aug 2005 21:30:41 GMT

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why dont my posts show up in other????

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Subject: Re: illogical sig 'fuck ea...'

Posted by [TEKNIK](#) on Thu, 01 Sep 2005 00:21:30 GMT

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What? I am looking at this post right now, and am still wondering what you are on about. I too do not understand the concept behind everyone suddenly turning against EA/Westwood. All in all, i hope the have a good reason for their meaning.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Dr. Lithius](#) on Thu, 01 Sep 2005 01:34:30 GMT

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Heh. I think it's all just a bunch of bandwagoning horseplop, myself. One person was frustrated with something stupid EA did, others agreed, thus a bandwagon was formed. It spread like a cellular virus to various locations, and now, everyone either hates EA, or hates the companies they buy.

Myself? I hate neither. I hate the the fact that they're more willing to turn a profit than they are to help out with technical support. Yes, they're much more willing to force their "subsidiary companies" to produce games several weeks -- sometimes months -- before the companies say they're actually ready for the public. EA Games has ridiculous business practices regarding its companies and its interaction with the consumers. I had to admit, however, EA Sports seems to be doing a damned fine job. First-party games, there, far as I know.

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Subject: Re: illogical sig 'fuck ea...'

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Posted by [ben5015se](#) on Thu, 01 Sep 2005 01:54:49 GMT

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my point in this is, dont say fuck ea employers you just saying fuck westwood and all the other compainies...

say fuck the administration and managment..

(and everyone that works at ea has to work there for 5 years befor they can leave, alot of [programmers wanna leave after the first week because they have to work overtime for nothing extra) ea has this way...forgot how they did it..o yes, they worded there contract so good that they pretty much bypass most laws like overtime. so dont be mad at the employers.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Dr. Lithius](#) on Thu, 01 Sep 2005 02:34:05 GMT

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Ain't happenin'. Why? Because it's just so much easier to say "fuck EA". Even though EA published great games like Renegade and Super Battletoads. Ungreatful wanks.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [ben5015se](#) on Thu, 01 Sep 2005 02:40:36 GMT

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my god...im not saying dont fuck ea im saying think about what your saying to the people that were working inwestwood! just forget about what i said -.-

---

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Jecht](#) on Thu, 01 Sep 2005 03:22:36 GMT

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Petroglyph is more Westwood than EA ever was. Why do you think the majority of Westwood left? Its because EA sucks. They used to be good, don't get me wrong. There was a time when they cared about their games. Those times are over. O, and FYI: People hated EA long before I FOUND this signature on Gamerenders.com and stuck it in my sig. If you don't like this sig, don't look at it.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Dr. Lithius](#) on Thu, 01 Sep 2005 12:43:08 GMT

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Can't. . . Tear. . . Eyes. . . From. . . Signature. . .!! Must. . .resist. . .! Signature. . .weakening. . .me. . .!! Can't. . .speak. . .at. . .proper. . .speed. . .!!!

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Aaaaaaaaargh!

...

Yeah, I'm done. Sorry.

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [Belski](#) on Thu, 01 Sep 2005 13:39:52 GMT  
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ya, i just realized that....arnt there like 2 westwood employees trapped in EA still? i know 2 left for blizzard...and most of them to petroglyph. but im jw how many r still in ea. someone tell me

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [nopic01](#) on Thu, 01 Sep 2005 18:40:13 GMT  
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siggy of doom

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [Lijitsu](#) on Fri, 02 Sep 2005 03:04:52 GMT  
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Belski wrote on Thu, 01 September 2005 09:39: i know 2 left for blizzard  
HA! FUCK EVERYONE THAT SAYS BLIZZARD SUCKS! WESTWOOD EMPLOYEES ARE GOING TO BLIZZARD! BLIZZARD RULES!

Yes, im a Blizzard Fanatic/Addict.

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [Jecht](#) on Fri, 02 Sep 2005 10:03:36 GMT  
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I liked the Diablo series. However, Warcraft III bores me.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [XeonTeam](#) on Fri, 02 Sep 2005 11:57:19 GMT

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I know the majority of you now hate EA/Westwood but whats with all the profanity? Is it really needed. To say Fuck EA/Westwood does that really do all of you justice?

---

Subject: Re: illogical sig 'fuck ea...'

Posted by [Belski](#) on Fri, 02 Sep 2005 17:06:35 GMT

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xeon, i agree....u guys do know that EA is making a new cnc game, right?

---

Subject: Re: illogical sig 'fuck ea...'

Posted by [Jecht](#) on Fri, 02 Sep 2005 17:41:49 GMT

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---

Thats under speculation. Only EA knows that for sure. I have doubts since Joe Kucan and Mark Skaggs are no longer under their workforce. Joe Kucan is Kane for all you who don't know. Also, I didn't make this sig. I just like what it portrays. I personally, would have made it say "EA Sucks!".

---

Subject: Re: illogical sig 'fuck ea...'

Posted by [Belski](#) on Sun, 04 Sep 2005 06:33:53 GMT

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You sure buddy? it SEEMS that EA has the rights of RA3.

<http://redalert3.com>

so if you dont know what your talking about, keep your opinion to yourself, facts are facts

---

Subject: Re: illogical sig 'fuck ea...'

Posted by [warranto](#) on Sun, 04 Sep 2005 18:41:09 GMT

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uh, EA has the rights to everything Command and Conquer. That doesn't mean that they are going to make the game.

As well, creating a website does not automatically mean that the game is going to be made any time soon. The could simply be ensuring that if it ever does get made, that they are able to use the website they want.

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [nopic01](#) on Sun, 04 Sep 2005 19:44:49 GMT  
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i dont c renegade .com

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [Dave Mason](#) on Mon, 05 Sep 2005 18:30:31 GMT  
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Please know what the hell you are on about before telling us that this signature picture is illogical.

---

Subject: Re: illogical sig 'fuck ea...'  
Posted by [nopic01](#) on Tue, 06 Sep 2005 01:53:28 GMT  
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---

DJM wrote on Mon, 05 September 2005 13:30Please know what the hell you are on about before telling us that this signature picture is illogical.

lol

---

Subject: Re: illogical sig 'fuck ea...'  
Posted by [TEKNIK](#) on Tue, 06 Sep 2005 21:43:03 GMT  
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---

DJM wrote on Mon, 05 September 2005 13:30Please know what the hell you are on about before telling us that this signature picture is illogical.

Illogical is not the word i would have used if i have had started this thread. I would have probably asked if the sig really does you justice like XeonTeam.

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [Jecht](#) on Wed, 07 Sep 2005 01:11:00 GMT  
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Does it do me justice? No.

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Subject: Re: illogical sig 'fuck ea...'

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Posted by [Sir Phoenixx](#) on Sun, 11 Sep 2005 11:18:32 GMT

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ben5015se wrote on Wed, 31 August 2005 17:29they have a 5 year contract for you to work and i dont think it has been 5 years since they bought westwood.

Actually, it's been 7 years and about a month since EA bought Westwood.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [danpaul88](#) on Sun, 11 Sep 2005 11:59:30 GMT

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Belski wrote on Fri, 02 September 2005 18:06xeon, i agree....u guys do know that EA is making a new cnc game, right?

they called generals a cnc game....it has nothing to do with cnc, they just abused the brand name

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Weirdo](#) on Sun, 11 Sep 2005 16:19:00 GMT

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Belski wrote on Sun, 04 September 2005 02:33You sure buddy? it SEEMS that EA has the rights of RA3.

<http://redalert3.com>

so if you dont know what your talking about, keep your opinion to yourself, facts are facts

You are aware that EA bought all these domains a long time ago. After the release of tiberiansun [www.tiberiantwilight.com](http://www.tiberiantwilight.com) was quikly taken by them.

I have no problems what so ever with the developers of EA. I have something against the people that make the rules of how much time and money should be spend on games.

Take Generals, I read some where how proud they were to make a game in such a quik time. Now take all the things that were wrong with it at first release.

SP - compared to all other C&C games really bad. Come on it didn't even had a storyline. While now a days, even games like NFS:U2 get a storyline. I don't care if it had a diffrent storyline than the rest of the games, but now it just felt like scripted skirmisch games. Although scripted. I remember playing the last mission with China on Hard. The AI would send a small army to my base now and then. And I just had a few Nuke artillery constantly shoot at the path from wich they came from. So they always died before they could come close, with out me actually doing a thing.

MP - No ladder only some stats. These stats were stored online as well as offline. Now if you take

enough time to think about it, you would have made the stats online the stats, that were actually always up to date. But no, people could just alter a file on there pc's to make there stats go to 1000 wins -10 losses. Yes I'm serious about the negative.

- Cheating, they promised in the beginning a Live team to stop cheats, well that really wasn't the case.

- Balancing, of course no game is perfectly balanced but it is a negative point non the less.

- Disconnecting, most C&C games found a way to notice wich of the two players was the person who disconnected so the guy who didn't disconnected didn't get a false disconnect stat. I think with Gernals they fixed this after patch 2.

- Not much events, Where were the good old, WS vs The world events.

- Overall, a lot of things were removed that were promised, ok that happens, but why be so proud in that case that you made the game in such a fast time.

I'm sorry to say this, but EA really isn't such a great company. Let's take this community. WOL can be down for days, before someone overthere actually decides to turn it back on. The web-site is not useable anymore, for no reason what so ever. So people who have bought the game will have a hard time trying to get something like the map editor or any info about this game what so ever. Technical support is non-existant.

I could go on and on... but this is my end of the rant.

About the contract, I think everyone had the chance to decide if they wanted to move with the company to LA or not.

---

Subject: Re: illogical sig 'fuck ea...'

Posted by [Nukelt15](#) on Sun, 11 Sep 2005 17:19:54 GMT

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The big money isn't in making good games anymore, it's in getting as many games out as quickly as possible regardless of how unfinished/unpolished/shitty they may actually be.

As a consequence, most of the games released now suck donkey cock. Check that, all but a select few games released since 2000 suck donkey cock. But people eat it up anyway. Why? I haven't the faintest fucking idea why anyone would possibly keep buying when the products have obviously become inferior to the previous generation of software. How can anyone possibly have company loyalty to a company whose marketing strategy is "fuck quality, I want the shelves full!"

EA sucks, EA is the worst offender of all the major brands, EA is like a black fucking hole, companies like EA are screwing over the industry. EA needs to die, VU needs to die shortly thereafter. We need new, fresh, upstart companies that are willing to take a risk and make a really fucking good game, instead of making endless rehash sequels/prequels/ripoffs(coughGENERALScough) that are the intellectual and entertainment value equivalent of the shit-smears on the public toilet seat.

There, I said it. Fuck EA. Fuck EA. FUCK EA.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [msgtpain](#) on Sun, 11 Sep 2005 18:56:21 GMT

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Most of you simply don't know how to use a calculator... You bitch about the games not being "perfect", but would you bitch about them costing \$100 each if they were? If they even could be made perfect?

The average game these days takes 3-4 years to develop..

Assumptions:

- There are 10 people working on the game during that time frame
- Each developer makes \$75,000/year
- The Game takes 4 years to complete.

Salaries alone require \$3,000,000. Then there is overhead for the company which could easily exceed \$1,000,000 over that same time period.

If the actual revenue from a game is 50% of it's sale price after taking in to account media creation and packaging, distribution and retailer profit (and 50% is being Generous).. Each game sale could provide around \$25 worth of recoverable revenue.

Using just those very basic assumptions, each game would have to sell 160,000 copies JUST TO BREAK EVEN. And I'm POSITIVE that more people have to be paid during those 4 years than just 10 people.

Use your brain and some very basic math skills one evening when you're bored. These companies aren't big-bad-money taking bitches. They are taking a risk to the tune of 5-10 million dollars with forward looking assumptions 4-5 years in to the future that they will even RECOVER their money. Is it really any surprise that after the 4 years are up they are biting at the bit to get the fucking game out the door and at least attempt to recover what they have already spent before they turn to the red permanently on a single game?

If you want flawless, perfect games; I suggest you create a petition to let these companies know that you are more than willing to spend \$75-100 a game and be willing to wait an extra year or two for it. Hell, maybe you should even offer to purchase the game in pre-production phase from them in return for spending a little extra time on it at the end.. and get about 200 thousand others to do it with you.

Or, I guess, you could just shut-up and stop slandering them; that would work too.

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Subject: Re: illogical sig 'fuck ea...'



Posted by [Jecht](#) on Sun, 11 Sep 2005 19:15:06 GMT

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I would pay \$100 for a new, well made command and conquer game right now.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Nukelt15](#) on Mon, 12 Sep 2005 00:28:45 GMT

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Quote: Is it really any surprise that after the 4 years are up they are biting at the bit to get the fucking game out the door and at least attempt to recover what they have already spent before they turn to the red permanently on a single game?

No surprise at all. But it also won't be a very big surprise when the industry takes a crash-dive, because people will eventually reject the products as they gradually become less and less appealing due to poor quality and shifting market trends. Eventually it will become impossible to just make the same exact thing over and over with slightly improved graphics each time.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Javaxcx](#) on Mon, 12 Sep 2005 11:31:28 GMT

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msgtpain wrote on Sun, 11 September 2005 14:56 Most of you simply don't know how to use a calculator... You bitch about the games not being "perfect", but would you bitch about them costing \$100 each if they were? If they even could be made perfect?

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If you want flawless, perfect games; I suggest you create a petition to let these companies know that you are more than willing to spend \$75-100 a game and be willing to wait an extra year or two for it. Hell, maybe you should even offer to purchase the game in pre-production phase from them in return for spending a little extra time on it at the end.. and get about 200 thousand others to do it with you.

Or, I guess, you could just shut-up and stop slandering them; that would work too.

You know, I remember when Doom 64 first came out. I picked it up on the first day without a pre-order and it cost me \$120 CAD (which was roughly \$100 USD). Frankly, I thought the game was insanely high quality for its era and I have not regretted paying so much for it since.

Then I remember going out and buying BF1942 for roughly 70\$ CAD. It cost \$50 less, but it was still pretty damn good. Easily a keeper. The quality of the game was, imo, quite good for its genre which is why I kept playing it. But I'm not sure what EA was smoking when they decided to start adapting the same kind of timeframes and budgets to every game post-BF1942. It's not so much that they're taking a risk, it's that they're using the same formula over and over again when all they really did was get VERY lucky that the ridiculously few games that sold well were good ideas-- and they think if they do this over and over again, they will eventually score another big hit and make millions.

I don't know about the rest of you, but out of a company who is supposed to be managing an acclaimed game like BF2, you'd think they would take customer feedback seriously... You'd THINK they would. The fact of the matter is, they're totally oblivious. It's constantly being reaffirmed whenever an "update" is released on BF2's official site. You'll notice that BF2 is still mostly incomplete. For example, whenever I was trying to get into a SINGLE game with a few friends it would easily take a good 25 minutes to get 3 people into a single server because of the poor quality of the interface and the random crashes that were common to all of us and fault to none of us. They're taking a great concept they KNOW works, and they bastardize it by plugging it back into their "master formula". You'll see now that EA is already working "deligently" on the BF2 expansion. Their ORIGINAL game isn't even ready for a genuine public release, and their efforts aren't even focused on it.

Whether or not they're looking 4 or 5 years into the future to ensure their profits is kind of a moot point. You can claim they're taking risks by releasing games prematurely (and you KNOW they are prematurely released) and hope for another BF1942 till the cows come home. A real risk, and a viable one, is to up the price for quality.

It's almost a guarantee that a game will do better if it IS better. Damn it Javavababaxcx why didn't you think of that earler?

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Nukelt15](#) on Mon, 12 Sep 2005 17:10:03 GMT

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Quote:You'll notice that BF2 is still mostly incomplete.

One has only to examine the game mode selection drop-down menu to figure that one out. A drop down menu with one option screams incompleteness. Having three maps using the same terrain with wider or more constricted boundaries screams of corner-cutting (why not, instead, have one item on the list with a selector beside the map name for the map size? That's been done before...of course, the question must be asked: why three sizes of the same map instead of three game modes for each map instead?). Not to mention the log-in loading screen, which is prone to freezing up the user's machine whenever it fails to connect to the account server (note to EA and DICE: "Cancel Loading" button needed). And the graphics glitches, which are the most burning: they are identical in every way to the ones I experienced in BF1942- texture mismapping, disappearing textures, corrupted textures, warped textures... I have never seen any of that happen in the same way with the same consistency in any other games. "All-new engine" my ass. More likely they gave the old one a face-lift and re-titled it, much like the transition between Starsiege's Darkstar engine and Tribes2's Torque.

I hate going to a store and buying a game that looks as if it will be fantastic from the demo, and installing it only to find that I'm playing what amounts to a late stage Beta. Fun? Yes. Worth the \$50 price tag? No. It should have stayed in the oven until 1Q '06, but EA shoved it out onto shelves before that. Why? It's one of their flagship titles. They can get away with that and people will snap it right up the first few times. Sooner or later, though, they will have run all of their most popular games into the ground by pulling crap like that, and be forced to either repurpose, go out of business, or spend some much-needed money on additional QA- not to mention a few extra months' development time. EA is NOT a poor company, it is the biggest one in the industry. It CAN afford to take the extra time and money to put out a quality product, but it doesn't.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Jecht](#) on Mon, 12 Sep 2005 18:49:51 GMT

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I'm not buying the expansion. Not after they released such an incomplete game the first time.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Nukelt15](#) on Mon, 12 Sep 2005 19:47:03 GMT

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I'll buy it...when it's in the bargain bin and they've released enough patches for BF2 to bring it up to the level of what BF1942 was at release. I have a feeling those two dates will probably coincide.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [EA-DamageEverything](#) on Tue, 13 Sep 2005 02:06:57 GMT

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I haven't fuck EA as sig and don't agree with "fuck their support blah...", but look at my Nick. I mean, EA doesn't suck at all, but I think its unfair from EA to drop down the Renegade 2 project for Example. Why? Ask someone from EA how many logins WOL every months has, Renegade is still alive (unfortunately without the original Westwood Team). Todays graphics engines, physics engines and the KI are on a high state and I think Renegade 2 would sell itself at least as much as Renegade 1 did. I believe that Renegade belongs to the oldest games which are being played online till today, correct me if I'm wrong. And it has a high popularity.

C&C Generals (a bit after the release in Germany it went off and came back as C&C Generäle for the group of 16yr old gamers and up LOL) should not be as good as Panzers, I read this on several forums.

I am playing Renegade online since April 2004 and till today WOL was hacked 2 Times (I PWNED YOU BITCH 85x in the game listings -we remember) and it was down for 2 times (November 04 and January/February 05 as far as I remember) this is the reason for my Nick and the pic in my signature. I don't know why WOL was down, but I feared that it suddenly will be shut down and we all have to play on GSA/ASE. This seriously won't be the End of Rene, but firstly WOL still rules and secondly EA would take another part of Renegade away with shutting down WOL...

I still have other games from EA. MOH, NFSU2 and looking forward to check BF2, if it's worth to buy.

But who cares, I change my sig periodically.

10 years of C%C and 3 years/7 months of Renegade -we are proud of it!

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Nukelt15](#) on Tue, 13 Sep 2005 03:02:08 GMT

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WOL going down is nothing new...it just happens whenever one of the chimps trips over the power cord coming back from flinging crap at people in customer service.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Jecht](#) on Tue, 13 Sep 2005 09:19:54 GMT

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learn to use GSA. It nevers goes down.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [EA-DamageEverything](#) on Tue, 13 Sep 2005 14:10:49 GMT

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I registered on GSA some Months ago, but I prefer ASE. There are less servers listed on ASE than on WOL...that's whay I play on WOL 99% of my time.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Spoony\\_old](#) on Tue, 13 Sep 2005 16:38:59 GMT

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I don't think you realise what EA is. They're a company, not a charity. They don't make games for the fun of it or out of the goodness of their hearts: they do it to pay the bills and provide for their families.

Take a look at the state of WOL right now. Full of cheaters, plenty of cheater sites out there doing everything they can to destroy a computer game just because they suck at it, and everyone using wares to steal from that company. If I was an EA employee and I took one look at the state renegade's been turned into, and saw everyone's "FUCK EA" bandwagon signatures, I'd just shut down WOL completely instead of continuing to pay for it. Don't know about you, but that is seriously what I would do.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Javafx](#) on Tue, 13 Sep 2005 17:00:57 GMT

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I think you need to define the line between paying your bills and paying for your next big unnecessary purchase, because when you're making the kind of figures the actual bigshots at EA are, bills are no longer a concern-- the next big TV is.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Spoony\\_old](#) on Tue, 13 Sep 2005 17:18:50 GMT

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They make shitloads because a lot of people buy their games. They make products many people like. That is not a bad thing.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Javafx](#) on Tue, 13 Sep 2005 18:24:32 GMT

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I think "like" is a pretty loose definition. They make a great "few" games that the majority of gamers like. The rest sell on the simple point that EA's advertising is top notch. They're a regular Hollywood of video games. The number of EA games that have come out that I myself personally will bother to even play I could count on a single hand.

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I'm sure many more players feel the same way after wasting the 50 or 60 bucks it costs to play a full version of a "fun looking" game.

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [Aircraftkiller](#) on Tue, 13 Sep 2005 20:40:16 GMT  
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Then stop whining and don't buy their games anymore. Problem solved for you and me!

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [Javafx](#) on Tue, 13 Sep 2005 20:45:26 GMT  
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I've already done the smart thing. The last EA games I've bought have been BF:V and BF2 respectively.

Both of which are decent games, but for some reason the multitudes of games that have been between those... suck. Demos and reviews are generally the only tools you need to evaluate that.

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [PhantomScope](#) on Tue, 13 Sep 2005 21:12:13 GMT  
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Ok, EA has the money to make QUALITY games, I wouldn't mind paying about 30 to 50 percent more for a good game than have an incomplete or over-rated game. If you look at other things like a new home, or a car [new or used] You look for something sturdy, reliable and well built. I doubt you would want to buy a brand new car drive it off the lot and have the piston rod shoot through the block, which in a sense EA has done with a majority of their title games. I would prefer a game get a pushed back date than had a malformed game because a rush job.

Think about what happens when you rush a clay project, or any form of creating art. If you go too fast, its ruined once the project cracks due to blatant disregard for the steps that should be taken.

EA has tarnished itself for not properly maintaining their game projects and for causing customer mistrust in them for churning out low grade quality with the big technologicly updated and properly completed game once in a while.

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [K9Trooper](#) on Thu, 15 Sep 2005 02:40:17 GMT  
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Belski wrote on Sun, 04 September 2005 02:33 You sure buddy? it SEEMS that EA has the rights of RA3.

<http://redalert3.com>

so if you dont know what your talking about, keep your opinion to yourself, facts are facts

Registrant:

ELECTRONIC ARTS

209 Redwood Shores Parkway

REDWOOD CITY, CA 94065

US

Domain Name: REDALERT3.COM

Administrative Contact, Technical Contact:

ELECTRONIC ARTS hostmaster2@ea.com

209 Redwood Shores Parkway

REDWOOD CITY, CA 94065

US

+1.6506281500 fax: +1.6506281331

Record expires on 27-Mar-2006.

Record created on 27-Mar-2000.

Bulk whois optout: N

Database last updated on 14-Sep-2005 22:31:36 EDT.

Domain servers in listed order:

SWDNS.EA.COM 159.153.197.89

SEDNS.EA.COM 159.153.229.89

=====

Judging by the length of time they have already owned the URL, I don't think RA3 is any kind of priority or even really in the works.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Dr. Lithius](#) on Fri, 16 Sep 2005 01:33:26 GMT

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Here, put this in your signatures. It's fun, factual, and informative! :D

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Dreadlord](#) on Mon, 26 Sep 2005 12:51:36 GMT

i have many reasons to hate ea.

killing Tiberium Twilight

killing renegade 2

killing westwood

killing everything that was connected with westwood (if u try to connect to www.westwood.com u will be thrown to Generals' main page , thank god the Westwood FTP is alive.

making that sucking generals instead of TibTwilight (and taking the engine from Twilight)

adding the "Command & Conquer" to Generals. I bought this game only because of the C&C name. if "Generals" is a CnC game, I am Saddam Hussein...

and another annoying thing.

there is a free dedicated server for last official patch of Renegade. i try to install it, it said "Enter your WOL account, password and serial number(for server, not for game). the serial nuber should be taken from westwood. i tried to get it, and i received "cannot obtain serial number" then on EA tech support page i saw a reply to an old question - SERIAL NUMBERS FOR RENEGADE SERVER CANNOT BE OBTAINED ANYMORE!

i got a sleepless night to download this crap and it gives me such answer! and i've lost almost all my internet money(about 7\$ - for you this is laughable sum, but there in Russia i could browse internet for three weeks only on this)

so i want to say one thing to EA - YOU ARE SICK DOWNED BASTARDS WHO CARE ONLY ABOUT MONEY! FUCK YOU ALL!!!!!!!!!!!!!!

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Subject: Re: illogical sig 'fuck ea...'

Posted by [PatchTr11](#) on Mon, 26 Sep 2005 20:02:13 GMT

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gbull wrote on Sun, 11 September 2005 14:15I would pay \$100 for a new, well made command and conquer game right now.

Dreadlord wrote on Mon, 26 September 2005 07:51i have many reasons to hate ea.

killing Tiberium Twilight

killing renegade 2

killing westwood

killing everything that was connected with westwood (if u try to connect to www.westwood.com u will be thrown to Generals' main page , thank god the Westwood FTP is alive.

making that sucking generals instead of TibTwilight (and taking the engine from Twilight)

adding the "Command & Conquer" to Generals. I bought this game only because of the C&C name. if "Generals" is a CnC game, I am Saddam Hussein...

I agree these totally. The "Command & Conquer" means just a marketing strategy to EA now. Unfortunately, we won't see a real c&c game unless ea realizes the difference of c&c. I wish RA3 gives us what we want to see.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [SuperMidget](#) on Thu, 29 Sep 2005 19:04:53 GMT

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GUYS holy crap, EA is a great company! You're basing your opinions mainly because they stopped working on a THREE YEAR OLD GAME. Renegade is a GREAT game, just because they stopped making patches and didn't finish the clan pages doesn't make grounds to hate them.

They've moved onto bigger and better stuff! I work for blockbuster up here and I've gained quite the knowledge about them and what they've done. Anyone heard of Medal of Honor? These games are amazing! I just finished European Assault and in my humble opinion they couldn't have done a better job! They are VERY talented and have great staff.

How about you all get over the fact that Renegade isn't so popular anymore; if you like it, play it. If not, shut the fuck up.

Also who CARES if they are naming the new CNC game after CNC, they own the name anyway, it IS linked to that genre of series or TYPE of game.

God get over it.

---

Subject: Re: illogical sig 'fuck ea...'

Posted by [Nukelt15](#) on Thu, 29 Sep 2005 21:18:07 GMT

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Quote:GUYS holy crap, EA is a great company!

No, it isn't. They have a penchant for pushing games out the door before QA testing is complete (read that: lots of buggy releases), they hardly ever do anything new (though the same could be said about many large companies, and I understand the reason behind that- but it sucks nonetheless), and frequently have developers hold back content that is later released in undersized, overpriced expansions.

That, and they bloody well did kill Westwood, and there are a great many people who do not like EA because of that- Westwood was essentially the genesis of the RTS genre, and produced a long line of very, very good games (RTS and otherwise) long before EA touched them.

Quote:They've moved onto bigger and better stuff! I work for blockbuster up here and I've gained quite the knowledge about them and what they've done. Anyone heard of Medal of Honor? These games are amazing!

Games aren't made by EA. Developers make games, EA publishes them (and very frequently before they are ready to hit the shelves). The developers deserve credit for the greatness of X, Y, or Z game, the publishers often do not. Developers make games, Publishers advertise and publish them and set deadlines. Got it? Good.

Quote:How about you all get over the fact that Renegade isn't so popular anymore; if you like it,

play it. If not, shut the fuck up.

Ren is not the only gripe people have with EA, and if you haven't picked up on that yet you are either blind or ignorant...or both.

Quote:Also who CARES if they are naming the new CNC game after CNC, they own the name anyway, it IS linked to that genre of series or TYPE of game.

Juicy. Here goes:

LOTS of people care that EA slapped the C&C title on Generals. Generals ISN'T C&C. It has exactly zilch of the various qualities that made Westwood's strategy titles such as Dune and C&C as good as they were. The ENTIRE old and familiar (and easy to use) C&C interface was thrown out the window, as was the tech tree, the unit dependencies, resource harvesting, base construction, universe and backstory, and so on. In short, Generals should not be lumped in as a C&C game because it has ABSOLUTELY NOTHING WHATSOEVER to do with every other C&C game.

You might as well take Starcraft or Warcraft and call it C&C. Hell, why not take Real War, Total Annihilation, and Homeworld, and throw them all in there too! Hey, they're all RTS games, so by your logic they should all be called C&C too!

Quote:You're basing your opinions mainly because they stopped working on a THREE YEAR OLD GAME.

I find it disturbing that you feel games are suddenly not worthy of being supported when they get a little old. People like you are the reason why companies like EA DON'T support their products. It is exactly your "newer is better" train of thought that pushes games out the door before they're ready, that produces steaming piles of crap like Generals, that kills good, solid companies like Westwood. And for some reason, you're content to suck it down and smile about it? You fail at life.

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Subject: Re: illogical sig 'fuck ea..'

Posted by [Dreadlord](#) on Fri, 30 Sep 2005 11:34:35 GMT

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Quote:just because they stopped making patches and didn't finish the clan pages doesn't make grounds to hate them.

man, read my post again and think a bit

you think Westwood's death was necessary? because it was old company with old games?

Tiberian Dawn is 10-years old but people play it

but now we have sucking generals instead of Tiberian Twilight...

and, I forgot. Red Alert 2 also shouldn't appear.

it doesn't fit the original C&C Story Line

Red Alert 1 - Tiberian Dawn - Tiberian Sun - Firestorm - Tiberian Twilight...

Westwood tried to connect RA2 with original C&C Story by creating Renegade 2. but this project died because of EA.

and, for those who don't know, the original name of Renegade was Commando...

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [Nukelt15](#) on Fri, 30 Sep 2005 15:22:01 GMT  
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And he actually would have resembled the Rough-'n-Ready, wisecracking, politically incorrect badass that was the C&C Commando we all know and love. But that's beside the point. Ren came out alright, considering the publisher. It wasn't quite the C&C-on-the-ground that we'd been hoping for, but RenAlert made up for that.

But anyway...

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [Dreadlord](#) on Sat, 01 Oct 2005 09:37:30 GMT  
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the original Commando is much better than "that Havoc clown"(C) 10th CnC Anniversary.

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [Oblivion165](#) on Wed, 05 Oct 2005 23:27:33 GMT  
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Dreadlord wrote on Sat, 01 October 2005 05:37the original Commando is much better than "that Havoc clown"(C) 10th CnC Anniversary.

Yeah i like the original havoc aswell. I wish i could be in the room when they make these decisions.

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Subject: Re: illogical sig 'fuck ea...'  
Posted by [Nukelt15](#) on Thu, 06 Oct 2005 04:25:28 GMT  
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Well, at the very least there are ways to replace the stock Ren Havoc with Logan's model (don't ask me how, though!)...that was what he was supposed to look like to begin with. There's little to be done about the voice, though. One part good 'ol boy, one part spittin' badass, one part R. Lee, and one part Rambo. Havoc just sounds sorta nasal and sarcastic...

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Subject: Re: illogical sig 'fuck ea...'

Posted by [PhantomScope](#) on Sun, 30 Oct 2005 05:58:25 GMT

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EA is at it again, they have a "Greatest C'n'c Fan" Contest to exploit originality of the FANS! here's the direct quote

"Once you submit any idea or material to EA, you expressly grant EA the complete and irrevocable right to quote, re-post, use, reproduce, modify, distribute, transmit, broadcast, and otherwise communicate, and publicly display and perform the idea or material in any form, anywhere, without attribution to you, and without notice or compensation to you of any kind. "

In short it means "Your work is now ours, you get nothing but a cheap prize and you won't see a penny out of your idea. You don't even get a place in Credits. We have officially PWNED you ... doesn't your ass feel sore now?"

Yeah ... fuck EA

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Subject: Re: illogical sig 'fuck ea...'

Posted by [icedog90](#) on Sun, 06 Nov 2005 05:38:25 GMT

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I don't like Blizzard. Bite me.

EDIT: Post #2000.

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Subject: Re: illogical sig 'fuck ea...'

Posted by [Coolair](#) on Sun, 06 Nov 2005 11:10:58 GMT

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