
Subject: i would just like to confirm...

Posted by [loser99](#) on Wed, 01 Oct 2003 02:38:28 GMT

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i would just like to confirm that everyone here thinks EA (electronic arts) is the gayest company on earth... possible tie with Gamespy. That must be why the use gamespy for the betas.

Subject: Re: i would just like to confirm...

Posted by [npsmith82](#) on Wed, 01 Oct 2003 02:50:58 GMT

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loser99i would just like to confirm that everyone here thinks EA (electronic arts) is the gayest company on earth...

Agreed, after they destroyed Westwood Studios, i'll never respect EA again.

Subject: i would just like to confirm...

Posted by [Cpo64](#) on Wed, 01 Oct 2003 03:31:30 GMT

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I don't know, I think gay porn companies are prity gay, but you are probaly right, EA is more gay then them

Subject: Re: i would just like to confirm...

Posted by [Sir Phoenixx](#) on Wed, 01 Oct 2003 10:04:44 GMT

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Lol... I'd bet that most of you don't even have a real reason to hate EA, you're just doing it because you see everyone else do it. Others are doing it because they have nothing better to do than to come up with lame excuses as to why EA, which is no different than any other game development company on earth, sucks.

Oh, they suck because they're greedy? Please show me any other commercial game development company that doesn't do it just for money. That's right, you can't. If they think a game won't make enough money, they won't make it, period. It costs upwards of millions of dollars to create, produce, support, and advertise the games, do you think they'd invest that in a game if they knew that they won't make enough to get a profit?

They suck because they destroyed Westwood Studios? This is almost as stupid as the 'greedy' reason. If Westwood Studios was as successful now as they were before, and were making EA a profit, they wouldn't have been closed down. EA shutdown Westwood Studios basicly because the cost of running the company was more than they were making.

They suck because they didn't make Renegade 2? It has nothing to do with EA. If and only if Renegade would have made enough, they would have created Renegade 2, but Renegade wasn't

successful enough.

And how exactly do you know their sexual preference?

Subject: i would just like to confirm...

Posted by [Xtrm2Matt](#) on Wed, 01 Oct 2003 14:53:50 GMT

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I like EA. Deal with it.

Subject: i would just like to confirm...

Posted by [General Havoc](#) on Wed, 01 Oct 2003 16:20:46 GMT

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I'm no big fan of EA but you have to live with them, a little like Microsoft in some people opinion.

They closed down Bullfrog, who made god/sim games such as Dungeon Keeper, Theme Park, Populous, Other Theme ... Games. Those were the games I was playing a few years ago but then EA closed them down. The people who worked there moved to MuckyFoot Entertainment (Startopia) and Lionhead Studios (Black & White) which both are excellent games like no other. It just shows you that the guys who work there are the ones responsible for making excellent games - even though they moved company their games are still great.

Subject: i would just like to confirm...

Posted by [loser99](#) on Fri, 03 Oct 2003 02:50:51 GMT

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Subject: i would just like to confirm...

Posted by [loser99](#) on Fri, 03 Oct 2003 02:51:40 GMT

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I hate EA, because of their approach to making games. They want it half-assed and on time. The gameplay is always shallow, the support is always bad, and they don't care at all about the community. "Oh wow WW2 games seem to be popular, let's make 10,000 games like that." While a company like Blizzard can hold an original vision for a game and make it work through a completely different means than EA: treating the customer well, and putting every effort you can into making a game that everyone can enjoy for a long time and is truly worth my 50\$. If the game is not perfect, don't ship it.

I mean MY GOD have you been to the renegade site??? Its too much money for EA to keep even

a friggin message board running? There isnt anything there at all... they just DO NOT CARE, and the message is clear as glass. Blizzard is still running forums for Warcraft I, which came out, what 12 years ago? Blizzard can support a game 12 years old, but a game 2 years old is severe fancial baggage for EA? Slowely people will try to keep playing an EA game they love, and will see the true colors of the company when they tear down the games website 22 months after release.

There were enough C&C fans out there for a ressurection of the series, but now EA has fucked it all up, its easier for them to just use the C&C name to promote stupid anti-terrorism strat games now. I will never buy another EA game as long as I live, because of the above reasons.

Subject: Re: i would just like to confirm...
Posted by [boma57](#) on Fri, 03 Oct 2003 02:58:30 GMT
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Sir PhoenixxPlease show me any other commercial game development company that doesn't do it just for money.

I'm an aspiring game developer (who obviously isnt anywhere, so you couldn't call me commercial), but neither I nor the people helping me with the game I'm working on right now expect it to rake in sacks of money (if it even gets close to being published..ever), but anywho...Have hope, there's still some people who want to make games simply for the sake of making them, not for getting rich

Subject: i would just like to confirm...
Posted by [loser99](#) on Fri, 03 Oct 2003 03:03:21 GMT
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look I really dont know anything about business, but I think if you work hard and make enough money, with loans, to support the creation of a very good game, and then support it you'll get good proffit. You wont get good return at first, but once people know your reputation I think things will change. Look at Blizzard every game they make is so good they get more and more returning customers for every new game they make.

They are handing out free demo disks at the movie with food order, because they know people who play their product might like it and will go out and buy it, but thats not all. They will invest in future products because they know the reputation of the company.

Subject: Re: i would just like to confirm...
Posted by [Sir Phoenixx](#) on Fri, 03 Oct 2003 12:21:55 GMT
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TaximesSir PhoenixxPlease show me any other commercial game development company that doesn't do it just for money.

I'm an aspiring game developer (who obviously isn't anywhere, so you couldn't call me commercial), but neither I nor the people helping me with the game I'm working on right now expect it to rake in sacks of money (if it even gets close to being published..ever), but anyhow...Have hope, there's still some people who want to make games simply for the sake of making them, not for getting rich

Wait, who cares? Notice I said "commercial" and "company"? Is your group commercial? Is it an actual company? If not, then nothing you say has anything to do with the statement that you quoted.

Subject: i would just like to confirm...

Posted by [MonkeyPhonic](#) on Fri, 03 Oct 2003 13:42:50 GMT

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It's important to differentiate between a publisher and a developer. EA is both, and not every game with the EA logo on it is both developed and published by EA. Personally I feel that EA the Publisher is annoying because it follows a very safe business model, it makes safe, franchise and mass appeal games. A niche in which Renegade does not fit. Sadly Westwood as a developer had the 'It'll be done when it's done' attitude. Which is not a very reliable attitude for a publisher like EA. Sadly in Westwood's case they took a bit too long. Renegade was in development for a hell of a long time. Too long, and the dev cost becomes just too much to recoup. I've been a huge fan of the CnC series since they first came out, but there was just no way they were going to be competitive. Anyone who followed the CnC series knows the frustration of waiting for the next instalment to come out. The Generals just shouldn't be a CnC title. It's got nothing to do with the story, it's just trying to mooch off the brand name.
