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Subject: Re: EA Partners with XWIS Community Service

Posted by [Blazer](#) on Tue, 11 Oct 2005 23:23:51 GMT

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It's not as simple as that (for EA). They own the games, and the servers and IP addresses that point to them. They cannot simply allow random third party people to take over any part of them, without proper legal paperwork, nondisclosure agreements, etc.

Think of it like this...would Microsoft allow some third party "fansites" to take over control of the windows update servers? Why wouldn't they? The answer is the same for EA, although the scenario seems very different. It's all the same to the lawyers

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