
Subject: Re: Do You Like E.A. Games?. I Think.
Posted by [nikki6ixx](#) on Tue, 22 Apr 2008 18:01:27 GMT
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Why do people here have this idea that EA intends to become a monopoly, and dominate the marketplace, making them seemingly evil...

Of course they want to do that... any business does. Do you guys think that companies go into business just to be total nice guys who'll happily take a 15% marketshare, and let the others divvy the rest of the market up amongst themselves? That's what spurs competition in the first place.

Acquisitions are a part of doing business. It's good policy: If you can't beat them, buy them. You guys never know... maybe those smaller companies WANTED to be purchased by a major publisher like EA, so their owners, and employees could cash out, and make a mint. Lots of startups in the business world are created for just that reason.

Why does EA 'need to know it's place'? Really, how does it do that in the first place? Does the CEO just go up to shareholders one day and say, 'ohi guyz, we're gona stop persooing profets nao, so VALVE, n Activision can make moar monies, and we can totely ecwal, k?'
