
Subject: Re: Do You Like E.A. Games?. I Think.
Posted by [Spoony](#) on Thu, 25 Sep 2008 15:21:28 GMT
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Jerad Gray wrote on Thu, 18 September 2008 14:20: Actually you did start it, or don't you remember?

Spoony wrote on Sun, 20 April 2008 01:46
let's compare EA to you.

EA
What do they want? Consumers to buy their games.
What do they do to achieve it? Make games they think will sell.

Oblivion165
What do you want? EA games.
What do you do to achieve it? Steal them.

EA > you
EA > you
Yeah, you started it there spoony, not oblivion.
except there are posts before that where he says I'm "nobody of importance". plus I think you missed the point; you're saying who started the "my involvement > your involvement" was me rather than him; what I'm saying there isn't "I do more for this game than Oblivion does", it's "Oblivion is worse than EA" which is an entirely different statement.

Jerad Gray wrote on Thu, 18 September 2008 14:20: It never was, so why did you bring it up... oh yeah, beacuse he asked you what your supposed game you were making was called and that of couse deals with this dissicussion at hand.
why bring it up? I was just showing oblivion some of the things you can do if you're unsatisfied with a game... you can actually help the community, make patches etc. I've done that, he's specifically said he "wants them to die" and claims he's actively working toward that goal.

Jerad Gray wrote on Thu, 18 September 2008 14:20: I'm afraid that I must now disagree, as earlier you did a very nice job of saying something wasn't related to renegade, but it was related to this topic. This is something else that did relate and mattered, but once again your acting like it doesn't. (Look up at previous statement if you can't figure out what I mean).
The name of the game and the project is irrelevant; the fact that I did the project is relevant. I know this is complicated

Jerad Gray wrote on Thu, 18 September 2008 14:20: Well lets see, I bet those 10 people would be the 10 people that when ever they joined a game, everyone else just quit because they new they were going to lose, and it would be a less then enjoyable loss at that.
...if you're making a point here it's unclear to me...

Jerad Gray wrote on Thu, 18 September 2008 14:20: And if EA spent so much time working on balance tweaks and other stuff, how did they manage to miss so many horribly obvious unbalanced aspects of the game? Half of which you could have observed for free just letting two

AI players get at it.

You would want average people playing it, because if you let the best people around play at it, the game will be adjusted to fit them, and make it better for them to play. And the best people are never the majority of the players.

what you ideally want is a closed alpha with the top players, then an open beta... it's taken EA a while but they've finally figured that out after a few false starts, look at RA3.

Jerad Gray wrote on Thu, 18 September 2008 14:20Spoony wrote on Tue, 22 April 2008 12:20you are absolutely dead wrong.

Thats a good point, I like how you said absolutely...

Oh wait there is more... oh but its all just stuff other people or possibly you have said already, which then you tweaked here and there.

"absolutely" is a very accurate word in this context; his summary of what goes on in the alphas was entirely wrong, he's either getting his info from people who've never actually done them or he's just downright guessing.

Jerad Gray wrote on Thu, 18 September 2008 14:20You know, I think its rather childish for you to keep picking on people when you disagree, talking about how poor they are and things like that. you can't figure out why I guessed that he's poor? considering how many games he seems intent on stealing?

Jerad Gray wrote on Thu, 18 September 2008 14:20especially when there wasn't more then 3 other people that disagreed with him, and the rest all disagree with you. you all agree that it is morally acceptable to steal from a company because you don't like their products?

you all agree that if you are unhappy with a game (like, say, renegade) it is preferable to try to "kill" the publisher rather than make patches and whatnot?

these two points are the crux of my entire stance in this thread, so give me a yes or a no to both of those questions.
