
Subject: EA's Loss

Posted by [renohol](#) on Thu, 14 May 2009 08:25:39 GMT

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i am suprised not to find this here so I thought I'd share sum old news with those not in the know:

Publisher Electronic Arts today reported that its net loss over the fiscal year ending March 31, 2009 totaled to \$1.08 billion--an increase of over \$500 million in losses over the previous year.

<http://www.shacknews.com/onearticle.x/58494>

Subject: Re: EA's Loss

Posted by [_SSnipe_](#) on Thu, 14 May 2009 08:46:58 GMT

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renohol wrote on Thu, 14 May 2009 01:25i am suprised not to find this here so I thought I'd share sum old news with those not in the know:

Publisher Electronic Arts today reported that its net loss over the fiscal year ending March 31, 2009 totaled to \$1.08 billion--an increase of over \$500 million in losses over the previous year.

<http://www.shacknews.com/onearticle.x/58494>

So they losing more money every year....DIE EA

Subject: Re: EA's Loss

Posted by [ArtyWh0re](#) on Thu, 14 May 2009 09:25:11 GMT

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You're right im not feeling their pain either.

Subject: Re: EA's Loss

Posted by [Herr Surth](#) on Thu, 14 May 2009 11:56:16 GMT

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COMPANIES ARE LOSING MONEY IN A FINANCIAL CRISIS?
YOU GOTTA BE KIDDING ME

Subject: Re: EA's Loss

Posted by [saberhawk](#) on Thu, 14 May 2009 12:37:22 GMT

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Yeah, totally awesome! [/sarcasm]

Just because you might not like "upper management" is not a reason to dislike the company itself; it's made up of far more people than management who definitely will be feeling the pain of this loss. We gamers will also feel it because with them in a state of loss they definitely will make el-generico expansion pack 14 instead of unique games (like Renegade...). Unique games are risky, they could easily be complete flops...

Subject: Re: EA's Loss
Posted by [mr£\\$Å-z](#) on Thu, 14 May 2009 14:31:46 GMT
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With Westwood's original version of Renegade and Renegade 2 they wouldnt die, faggots.

Subject: Re: EA's Loss
Posted by [nikki6ixx](#) on Thu, 14 May 2009 16:14:04 GMT
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madrackz wrote on Thu, 14 May 2009 09:31 With Westwood's original version of Renegade and Renegade 2 they wouldnt die, faggots.

Renegade was a flop. Great game, but EA would probably be in a worse position if they continued with the Renegade series.

Subject: Re: EA's Loss
Posted by [Omar007](#) on Thu, 14 May 2009 16:17:54 GMT
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nikki6ixx wrote on Thu, 14 May 2009 18:14 madrackz wrote on Thu, 14 May 2009 09:31 With Westwood's original version of Renegade and Renegade 2 they wouldnt die, faggots.

Renegade was a flop. Great game, but EA would probably be in a worse position if they continued with the Renegade series.
NO WAY MAN!!!!

Subject: Re: EA's Loss
Posted by [The Party](#) on Thu, 14 May 2009 19:30:28 GMT
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Kill thoes cheap bastards!

Subject: Re: EA's Loss

Posted by [Nukelt15](#) on Thu, 14 May 2009 20:55:22 GMT

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A company whose sole purpose is peddling luxury commodities like video games is taking losses in an economic recession? How can this be?!

Side note: all that DRM EA has been smoking for the past decade or so sure isn't helping any. Let 'em hurt; maybe they'll wise up and look at ways to increase actual sales instead of trying to decrease "lost sales" by pissing off the paying customers. Here's a shocker: happy customers buy more stuff!

Subject: Re: EA's Loss

Posted by [Starbuzz](#) on Fri, 15 May 2009 01:11:13 GMT

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This is bad and I see no reason to be happy about EA's losses. EA has the rights to Command & Conquer; I would hope they get through this and be profitable again.

Subject: Re: EA's Loss

Posted by [renohol](#) on Fri, 15 May 2009 05:01:22 GMT

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Good answers on both sides, but i didn't get the replies i was hoping such as:

"Its Clinton's fault" or, how much they will recieve from Obama to make sure the bigwigs get their bonuses...

but seriously, we should thank EA for buying Westwood before the Duke Nukem team got ahold of them...

in closing, if any of us were smart enuf to know how a company can lose \$1billion and stay in business we would not be here hangin and chatin with the rest of us poor folk, but out scamming senior citizens our of the SSI checks or spamming the world without stop!

Subject: Re: EA's Loss

Posted by [liquidv2](#) on Fri, 15 May 2009 05:08:58 GMT

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if they want to make it all back they should get to work on renegade 2

every person in the world will own a copy, even those with no computers

gooooo

Subject: Re: EA's Loss
Posted by [Goobers](#) on Fri, 15 May 2009 15:28:34 GMT
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i got a billion dollars i just don't like to share

i would argue the other side of the economic disaster

when ppl are unsure of their financial future they cut back and stay home to avoid unnecessary spending, playing pc games would be a good cheap way to save some dough, its what i do, saved me a bundle as stated in the beginning about me now having a billion mc dollars, they should be growing instead of loosing

as long as someone buys the rights off them im not fussed either way
