
Subject: Electronic Arts Corporate Philosophies.
Posted by [KIRBY098](#) on Fri, 01 Aug 2003 11:54:42 GMT
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Love 'em or hate 'em, they do have 1.6 BILLION in assets.

<http://reuters.com/newsArticle.jhtml?type=technologyNews&storyID=3202627>

Subject: Electronic Arts Corporate Philosophies.
Posted by [boma57](#) on Fri, 01 Aug 2003 14:46:55 GMT
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Quote:"The Sims Online," has been a relative disappointment, with fewer than 100,000 subscribers since its launch last December.

Oh no, I guess Maxis is going to be destroyed and have it's employees assimilated now :rolleyes:

Subject: Electronic Arts Corporate Philosophies.
Posted by [Deathgod](#) on Sun, 03 Aug 2003 06:11:25 GMT
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TaximesQuote:"The Sims Online," has been a relative disappointment, with fewer than 100,000 subscribers since its launch last December.

Oh no, I guess Maxis is going to be destroyed and have it's employees assimilated now :rolleyes:

That happened a long time ago, they just got to keep their name.

Subject: Electronic Arts Corporate Philosophies.
Posted by [Dr.Snuggles](#) on Sun, 03 Aug 2003 11:55:05 GMT
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The M\$ phenomenon.

Subject: Electronic Arts Corporate Philosophies.
Posted by [DaveGMM](#) on Sun, 03 Aug 2003 16:37:04 GMT
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No... This is EA. Not microsoft.
