
Subject: Re: EA's Officially sponsored sites
Posted by [Aprime](#) on Mon, 11 Sep 2006 18:17:14 GMT
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You don't think being able to win free games simply by playing a game you like is brilliant? Let's agree to disagree on that, but don't just say "it's false" on a matter of opinion.

Alright, but the fact is that the whole idea is similar to handing out t-shirts (and perhaps other free 'goodies') to people in a convention.

"I have no idea what you're talking about."

You can't possibly be serious.

PlanetC&CRenegade SDK

14:02 PST | Dario | [Print News](#) | [Mail News](#)

According to Red Alert: A Path Beyond (and later confirmed by EA's Predator at CnC Den), EA will be releasing a new Renegade SDK. Basically it's a rehash of the tools that came with BfME 2 (something that Saberhawk has already done in July), but officially released by EA.

Who's "we"? Simply the community, isn't that rather obvious?

"...worthless? Any game might grip you the way Renegade has gripped the majority of people on this forum at some point. I guess Renegade is "technically worthless" as well, then?"

I wasn't targetting any game (hell, I didn't even know what they were (specifically) handing out to you, but I assumed it included t-shirts, games, etc.). Worthless because other than making a few morons happy and... Oh yeah, maybe it's brilliant after all, because they can get away with not doing their work, as it makes people like you apparently happy.

Yes, we all know that online petitions work!

About Earth and Beyond: They bought a game and what, like, a year after their purchase EA shuts it down (unprofitability leads to loss of support when consumers are dealing with Electronic Arts).

I could compare this to Dell not recalling a certain battery from a laptop that is affected by the current "lol exploding battery" drama because it didn't get enough sales.
