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Subject: Re: Do You Like E.A. Games?. I Think.  
Posted by [Starbuzz](#) on Sun, 20 Apr 2008 21:47:12 GMT  
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R315r4z0r wrote on Sun, 20 April 2008 12:30 Less competition means longer development which means less "rushed" games.

Less competition = cheap buck.

Fierce competition = innovation. Buying off the competition stifles innovation. In EA's case, we have more of the same hurried games made to make a quick buck.

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