
Subject: Re: What happened?

Posted by [GEORGE ZIMMER](#) on Fri, 24 Oct 2008 06:27:21 GMT

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HOW TO MAKE A GAME: THE EA WAY

Step 1: Start game at year A.

Step 2: Hire more management than actual staff.

Step 3: Wait until 3 years after start of game development to announce to the public.

Step 4: Hire more management.

Step 5: Wait another year for game to become known.

Step 6: Cancel said game due to lack of proper developers.

Step 7: ???

Step 8: DRM
