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Subject: Re: What happened?

Posted by [Lone0001](#) on Fri, 24 Oct 2008 06:34:20 GMT

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Cabal8616 wrote on Fri, 24 October 2008 02:27HOW 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: Count all of their money

Step 8: DRM

Fixed

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