Subject: Article on EA's "monopoly" of the gaming industry Posted by Nukelt15 on Tue, 24 Feb 2004 02:24:37 GMT

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EA is making mass quantities of incredible crap...case in point: Generals, or the lame "Secret Weapons of WW2" expansion for BF1942 (adding things that were never in that war in an obvious attemt to make an otherwise very realistic game more like other FPS games)...or the zillions of Sims incarnations.

Then there's Vivendi, which is just as bad...forcing Blizzard to release what SHOULD have been a PC/Mac title on consoles (I refer, of course, to Starcraft:Ghost, the Starcraft saga's answer to Renegade), cancelling popular TV shows, and other dumb decisions...

Gaming is going to the dumbasses. I predict a couch potato simulator within the next decade.