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Subject: Article on EA's "monopoly" of the gaming industry

Posted by [loser99](#) on Mon, 01 Mar 2004 02:42:17 GMT

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First what I meant by playing games alot, is play one specific game alot. When you play a game alot, you stop thinking about certain things, because if you were thinking about everything it will be just too much information and you wouldnt be able to play very well cause your always thinking about "stuff." This "stuff" is non-gameplay elements, like graphics and sounds. When your playing your 1000th game of renegade and and your making an attack against the enemy, you are not thinking about the sound of the gun firing, and you are not thinking about the texture on the gun. You see it, you hear it, but it is not processed as being good or bad. This is proven in basic psychology. What you are thinking about is the core gameplay. I am not saying you do not ever notice graphics/sound, but its only an initial reaction. Renegade has bad graphics and sound compared to newer games out now, but the gameplay is why you play it. It is why you play Red Alert 2 or 90% of those games on your desktop.

Warcraft III is a good game at all levels of play and I think people on this board should try it out if they want to play an RTS. There is tremendous support for it coming from a company that runs itself like gamers want companies to run themselves, not like how EA is run; the whole reason this thread was created. I do not understand why you wouldn't at least support the philosophy behind Blizzard which I was trying to point out.

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