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Subject: Devinoch and Maxis Part Ways.  
Posted by [K9Trooper](#) on Tue, 04 Mar 2003 16:29:33 GMT  
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[ Thursday, February 27, 2003 ]

So, as of Wednesday February 26th, Cliff Hicks and Maxis have parted ways.

More details will come later, after I take a few days off from, well, just about everything.

~D

This is from a site I read every now and then. I know some of you know the site but most don't.  
<http://www.thetouched.com>

For those that never gone here before, Devinoch RARELY talks about work. So this is big. I'm interested in knowing if Maxis is next to go from the big

EA=EVIL ASSHOLES

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Subject: Devinoch and Maxis Part Ways.  
Posted by [KIRBY098](#) on Tue, 04 Mar 2003 16:32:51 GMT  
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Uh oh. Cliff needs to start his own company with Brett Sperry, and Louis Castle. Where are THEY now?

Help us!!!

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Subject: Devinoch and Maxis Part Ways.  
Posted by [PiMuRho](#) on Tue, 04 Mar 2003 16:36:09 GMT  
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Louis Castle is still with EA. Brett left quite a while ago.

Also, Maxis is currently EA's biggest money-maker - all the different incarnations of The Sims have kept in the top 10 for 2 years or so now. It may be related to the utter failure of The Sims Online though.

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Subject: Devinoch and Maxis Part Ways.

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Posted by [smwScott](#) on Tue, 04 Mar 2003 19:23:42 GMT

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Maxis is a cash cow, EA would have to have the intelligence of a cockroach's penis to get rid of them.

Seriously, how stupid do you think they are? I mean the Sims is one of the best selling games if not all time (I think THE best), and it as well as it's expansions are constantly in the top 5. Not to mention it's other projects such as Sim City 4, which also did very well. If EA gets rid of Maxis then they should be committed.

Anyway, from the way he worded it it seems almost like they had a falling out.

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Posted by [K9Trooper](#) on Tue, 04 Mar 2003 19:29:33 GMT

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Remember, the CnC series were going alot better also before EA got their hands on it.

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Posted by [PiMuRho](#) on Tue, 04 Mar 2003 19:36:33 GMT

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EA have had Maxis since way before The Sims. I doubt very much that they're ditching Maxis.

Seems more like a case of "creative differences"

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Subject: Devinoch and Maxis Part Ways.

Posted by [K9Trooper](#) on Tue, 04 Mar 2003 19:59:39 GMT

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PiMuRhoEA have had Maxis since way before The Sims. I doubt very much that they're ditching Maxis.

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Seems more like a case of "creative differences"

You make a good point. If you go read the archives 2 weeks ago something happened that got Dev very upset. I think something is going to happen. I could be reading in to it too much, and I hope I am. Mainly I'm just upset that he isn't part of EA anymore. He was probably one of the more well known and respected members of EA that the players looked up to. Only time will tell. All I can say is good luck to him.

K9

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Subject: Devinoch and Maxis Part Ways.  
Posted by [Mobius](#) on Wed, 05 Mar 2003 08:12:27 GMT  
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Brett's leaving was spun as a Quote:sabbatical at the time. It doesn't matter what you call it, it still amounts to the same thing. Just as changing the name ministry of war to ministry of defence in the UK after WW2.

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Subject: Devinoch and Maxis Part Ways.  
Posted by [Griever92](#) on Thu, 06 Mar 2003 01:10:30 GMT  
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Man, it seems everything that EA has their hands on is either Falling apart, or starting to.

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Subject: Devinoch and Maxis Part Ways.  
Posted by [Aqualite7](#) on Thu, 06 Mar 2003 02:55:43 GMT  
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Boy that really makes me wonder. It certainly cannot be attributed to the economy considering the entire EA conglomerate is making a load of cash and he was working for a division that was making probably half of the money. Odd indeed...

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Subject: Devinoch and Maxis Part Ways.  
Posted by [bigejoe14](#) on Thu, 06 Mar 2003 04:24:47 GMT  
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Personally, I think that EA should now be considered a monopoly. But, in order for EA to become a monopoly is to merge with another big company like Sony Computer Entertainment of America (SCEA). The law that keeps monopolies from forming is keeping EA at bay from taking total control over the computer entertainment industry which is a good thing.

EA is just eating up these small companies to gain more money just like John D. Rockefeller was

doing in the oil industry was back when. He was then greeted by many angry people and an upset government. Once the government passed the anti-monopoly law, The Rockefeller oil industry was hurt majorly hurt, but still kept going.

So EA is bordering on a very unhealthy obsession.

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Subject: Devinoch and Maxis Part Ways.

Posted by [spotelmo](#) on Thu, 06 Mar 2003 06:54:05 GMT

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So EA is bordering on a very unhealthy obsession.

they are putting in a bid to buy sega, is that close enough for you?

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Subject: Devinoch and Maxis Part Ways.

Posted by [NHJ BV](#) on Thu, 06 Mar 2003 16:14:34 GMT

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As long as other software studios exist and EA does not force you to use/play/buy their games, there's nothing you can do about it legally, I think.

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Subject: Devinoch and Maxis Part Ways.

Posted by [Carl](#) on Thu, 06 Mar 2003 17:27:15 GMT

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Put Simply, sega is a worthless company. After the DreamCast failed they really had nothing left. The dreamcast WAS an awesome system. Better than the PS2 in most respects in fact, graphics wise, according to most benchmarks. The problem SEGA had was not having enough games for the thing in the early stages of it's release, combined with the fact that the playstation already had a GIANT foothold on the market, and the GameCube and XBox AND PS2 WERE already in development. So, SEGA, in all it's n00bness decided to forgo the Console market and stay strictly to games. Now tell me how a company, who didn't even have enough games for it's premier system, could possibly make enough games for systems it didn't even develop? Thus, over the last couple of years SEGA has fallen into financial ruin. So i bring you back to the two points i am

making. A) SEGA is really just a worthless piece of shit, void of any real value other than its name, of which even that now is nearly worthless and of course the fact that the first ever cnc game was on sega genesis and B) EA buying SEGA wouldn't really turn any great tides, or give EA any kind of monopoly. They would probably end up shutting down what little is left of sega (what, maybe two studios?) and taking any and all assets they had. Anyways, theres my MORE than two cents

EDIT: So really SEGA is just one of those "small companies being eaten up to make more money"

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Posted by [LTKirovy](#) on Thu, 06 Mar 2003 17:32:33 GMT

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CarlPut Simply, sega is a worthless company. After the DreamCast failed they really had nothing left. The dreamcast WAS an awesome system. Better than the PS2 in most respects in fact, graphics wise, according to most benchmarks. The problem SEGA had was not having enough games for the thing in the early stages of it's release, combined with the fact that the playstation already had a GIANT foothold on the market, and the GameCube and XBox AND PS2 WERE already in development. So, SEGA, in all it's n00bness decided to forgo the Console market and stay strictly to games. Now tell me how a company, who didn't even have enough games for it's premier system, could possibly make enough games for systems it didn't even develop? Thus, over the last couple of years SEGA has fallen into financial ruin. So i bring you back to the two points i am making. A) SEGA is really just a worthless piece of shit, void of any real value other than its name, of which even that now is nearly worthless and of course the fact that the first ever cnc game was on sega genesis and B) EA buying SEGA wouldn't really turn any great tides, or give EA any kind of monopoly. They would probably end up shutting down what little is left of sega (what, maybe two studios?) and taking any and all assets they had. Anyways, theres my MORE than two cents

EDIT: So really SEGA is just one of those "small companies being eaten up to make more money"

SEGA used to be a huge competitor in the video game world, but yes as you said, they've hit a little snag with money. If EA bought them out, they would have access to much more money. If the people at SEGA used it wisely, made a really good system, and pumped out lots of VERY good games, it would be like another Maxis for EA, and would be anotyher gigantic step for a monopoly. And as for the post above this, in a way, we are sort of forced to buy their games. We want the games made by the companies they bought out, which means we are buying their stuff. Needless to say, past versions of the games we buy will be much better than recent since EA's touched them.

They better stay the fuck away from Squaresoft

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Subject: Devinoch and Maxis Part Ways.

Posted by [Carl](#) on Thu, 06 Mar 2003 17:42:57 GMT

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i have heard rumors flying about something like Microsoft buying Vivendi Universal... Who owns

Blizzard... At this point i would be more worried about that then Sega getting bought by EA...

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Subject: Devinoch and Maxis Part Ways.

Posted by [PiMuRho](#) on Thu, 06 Mar 2003 18:29:11 GMT

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Vivendi own a bit more than Blizzard. Try Sierra.

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Subject: Devinoch and Maxis Part Ways.

Posted by [K9Trooper](#) on Thu, 06 Mar 2003 20:35:41 GMT

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Update,[ Thursday, March 06, 2003 ]

So, I'm off to GDC. Greg Underwood, one of my cohorts from Las Vegas (he's one of the people affected by the Westwood shutdown), has invited me to attend, and I invited Erin, so there'll be a bunch of us there. We're meeting up with my friend Michael Shelling for lunch (another ex-Westwoodian) and hopefully someone will be interested in my resume. I'll post some kind of story about it all tonight. GU and I will be there tomorrow as well.

Is this thing on?

Devinoch [8:33 AM]

This is a new post of Devinoch's. Looks like him and Greg are going to go job hunting together. Good luck guys.

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Subject: Devinoch and Maxis Part Ways.

Posted by [Griever92](#) on Fri, 07 Mar 2003 02:55:59 GMT

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Who gives a crap, its sega.

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Subject: Devinoch and Maxis Part Ways.  
Posted by [Aqualite7](#) on Fri, 07 Mar 2003 08:44:00 GMT  
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Anyone remember Bullfrog and Origin Systems? Weren't they also gobbled up by EA? I really would love to see a new Syndicate and a new Strike Commander but I suppose I will have to keep dreaming.

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Subject: Devinoch and Maxis Part Ways.  
Posted by [Crimson](#) on Fri, 07 Mar 2003 15:30:02 GMT  
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Bullfrog = Dungeon Keeper I and II... great games.

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Subject: Devinoch and Maxis Part Ways.  
Posted by [MrBob](#) on Fri, 07 Mar 2003 15:53:28 GMT  
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WHAT?! n00b, one of the US's first game companies. They may be low on \$, but think. EA will not stop 'till every game in the store has their logo on it, and no one else's. They are gonna want one HUGE studio,

Sierra was cool too, they've been around for 20 or so years. Poor Sierra

Anyway, yes EA IS becoming a monopoly. Just as I feared, Maxis may be next on EA's doom list. It's time. We should rally together to make the best game company ever:

-Former Westwood Employees  
-The Westwood fans (us )

And if Maxis and/or SEGA goes, they can join too. EA WILL PAY!! :twisted:

And one of the reason's The Sims Online didn't do well is because many Maxis fans aren't all big about online playing. Besides, The Sims Online was just for hormone-whipped teens/pervs anyway.

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