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Subject: Spore

Posted by [BlueThen](#) on Sun, 07 Sep 2008 21:02:02 GMT

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Politics are getting boring. So lets talk about Spore.

Pretty much, Spore is just a game by Maxis where you create your own species, and all sorts of stuff like that, and it's been going through an ass load of advertising, like being on the front page of Youtube for example. More can be found at spore.com

So, to the point, what are your opinions on this?

Great (already played), going to be great, looks shitty...

Personally, I think it looks like fun. It gives players a chance to be creative, and after I tried out the Creature Creator, I saw that the controls were very easy, also my 7 year old computer supports it.

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Subject: Re: Spore

Posted by [sadukar09](#) on Sun, 07 Sep 2008 21:03:35 GMT

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Incoming Jack Thompson and "OMG JESUS SAID YOU CAN'T MAKE NEW SPECIES!" and "HOLY F\*\*\* SPORE MAKES YOU A PSYCHO KILLER!!"

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Subject: Re: Spore

Posted by [u6795](#) on Sun, 07 Sep 2008 21:58:30 GMT

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It's all fun and games until you find a planet full of walking penises and bouncing boob-monsters.

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Subject: Re: Spore

Posted by [Nukelt15](#) on Mon, 08 Sep 2008 01:13:25 GMT

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Rule #34 in action... wouldn't be terribly surprising. People have already made creatures that look like various sci-fi critters and vehicles, and most are way more complicated than a pair of knockers or scrotum & shaft.

One of my friends (who I'm convinced is a mad scientist in the making- and who has been performing virtual breeding experiments for years) has lately been transforming her friends into Spore creatures. I haven't seen mine yet, so I'm not sure yet whether I should be flattered, amused... or deeply disturbed. Some of her Frankensteinian concoctions are downright creepy.

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Subject: Re: Spore

Posted by [reborn](#) on Mon, 08 Sep 2008 12:13:58 GMT

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I thought the creator was limited, but i'm guessing the full game is very expansive. I ordered it today on ebay. First time I've ever bought a game on there. I bought it for £6.99, I have a feeling i've wasted that money on some dodgy copy, but the dudes feedback was all good. And it said it was new and sealed.. Oh well, it isn't allot of moeny if it's a crap version.

It isn't just in the USA they went massively over-board with adverts, they bought a full front page on a newspaper in the UK and are using allot of television advertising too, aswell as radio.

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Subject: Re: Spore

Posted by [GEORGE ZIMMER](#) on Mon, 08 Sep 2008 12:36:57 GMT

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It does look like one of those "Greatest games ever" kinda games, though. I hope to try it out soon.

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Subject: Re: Spore

Posted by [mrÄÃŠÄ-z](#) on Mon, 08 Sep 2008 14:57:03 GMT

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That game looks weird

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Subject: Re: Spore

Posted by [u6795](#) on Mon, 08 Sep 2008 19:23:46 GMT

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I'd probably end up buying spore if the design style wasn't so cartoony, or whatever. I don't really know how to describe it.. but I just don't really like the happy bright colors and shit.

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Subject: Re: Spore

Posted by [BlueThen](#) on Mon, 08 Sep 2008 20:52:45 GMT

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u6795 wrote on Mon, 08 September 2008 14:23I'd probably end up buying spore if the design style wasn't so cartoony, or whatever. I don't really know how to describe it.. but I just don't really like the happy bright colors and shit.

Every time you judge a game by it's graphics, you make a gamer mad. Really, it's all about the gameplay.

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Subject: Re: Spore

Posted by [u6795](#) on Mon, 08 Sep 2008 21:41:57 GMT

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BlueThen wrote on Mon, 08 September 2008 16:52u6795 wrote on Mon, 08 September 2008 14:23I'd probably end up buying spore if the design style wasn't so cartoony, or whatever. I don't really know how to describe it.. but I just don't really like the happy bright colors and shit. Every time you judge a game by it's graphics, you make a gamer mad. Really, it's all about the gameplay.

Well, judging a game by its graphics (while indeed a major sin) is slightly different than criticizing a game based on its look.

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Subject: Re: Spore

Posted by [Ryu](#) on Mon, 08 Sep 2008 22:36:52 GMT

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Spore doesn't really tickle my fancy to be honest, I guess I like big guns and spells when it comes to games, that or crazy fighting games like Tekken.

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Subject: Re: Spore

Posted by [Muad Dib15](#) on Mon, 08 Sep 2008 22:56:02 GMT

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Quote:Graphics alone won't make The Ultimate Game. It's all about >> gameplay <<, and the graphics are just icing on the cake. Graphics alone are merely a sickeningly sweet bowl of icing.

I actually think this is an amazing looking game. But, it also has a great type of gameplay. When I get a certain card from my uncle, I will have 60GB on which to install this game. However, the Creature Creator seemed to have problems on this computer, ie. it crashed after the EA thing popped up. Which sucks because I used the creature creator twice, and I really liked it. It looks like a fun game, and the gameplay style is awesome.

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Subject: Re: Spore

Posted by [nikki6ixx](#) on Mon, 08 Sep 2008 23:12:05 GMT

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I don't think this will appeal to g4m3rz, but instead, more casual players, some who will have never played a game before. Much like the Nintendo Wii, Spore is whimsical, relatively simple, and should attract a different audience.

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Subject: Re: Spore

Posted by [futura83](#) on Fri, 12 Sep 2008 21:59:39 GMT

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I like the look of it....their advertising campaign has worked on me and i can see me getting it when i get the money for it.

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Subject: Re: Spore  
Posted by [sadukar09](#) on Fri, 12 Sep 2008 22:10:54 GMT  
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EA's DRM's a fag, so I'm not buying it.

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Subject: Re: Spore  
Posted by [MGamer](#) on Wed, 17 Sep 2008 06:38:04 GMT  
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sadukar09 wrote on Fri, 12 September 2008 17:10EA's DRM's a fag, so I'm not buying it.

Yeah the 3 installs limit sucks and i dont want any malware in my PC.

PS: LOL read the amazon ratings

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Subject: Re: Spore  
Posted by [w0dka](#) on Wed, 17 Sep 2008 07:16:12 GMT  
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MGamer wrote on Wed, 17 September 2008 01:38sadukar09 wrote on Fri, 12 September 2008 17:10EA's DRM's a fag, so I'm not buying it.

Yeah the 3 installs limit sucks and i dont want any malware in my PC.

PS: LOL read the amazon ratings

then you could never play a EA game again. Sadly they wanna use it in any products.

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Subject: Re: Spore  
Posted by [nikki6ixx](#) on Wed, 17 Sep 2008 07:28:58 GMT  
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If people didn't pirate games so heavily, there would be no need for this DRM garbage. I'm getting really sick of morons who believe they can get something for nothing, in turn, causing the rest of us grief; it's fucking selfish.

Instead of 'protesting' the DRM by illegally downloading the program, maybe just not buy it, OR not download it. When EA realizes lower profits, and lower piracy figures, they will likely feel pressured to drop DRM.

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Subject: Re: Spore  
Posted by [Goztow](#) on Wed, 17 Sep 2008 07:31:46 GMT  
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Nikki makes a fair point: thousands of people complain that EA sucks and still download and play their games.

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Subject: Re: Spore  
Posted by [MGamer](#) on Wed, 17 Sep 2008 18:08:36 GMT  
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They also are going to use this in RA3

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Subject: Re: Spore  
Posted by [Starbuzzz](#) on Wed, 17 Sep 2008 18:29:30 GMT  
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nikki6ixx wrote on Wed, 17 September 2008 02:28 If people didn't pirate games so heavily, there would be no need for this DRM garbage. I'm getting really sick of morons who believe they can get something for nothing, in turn, causing the rest of us grief; it's fucking selfish.

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good points but you see most are desperate kids living with mom and dad who give them their lunch money. So they take it upon themselves as having no choice. And then we have the children who have money but don't like to spend. of course, rich kids and then the people who like to have a physical copy of the game in a shiny case/box (me) would buy the game no matter what anti-piracy measures they put on.

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Subject: Re: Spore  
Posted by [u6795](#) on Wed, 17 Sep 2008 19:25:35 GMT  
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pawky wrote on Wed, 17 September 2008 14:29nikki6ixx wrote on Wed, 17 September 2008 02:28If people didn't pirate games so heavily, there would be no need for this DRM garbage. I'm getting really sick of morons who believe they can get something for nothing, in turn, causing the rest of us grief; it's fucking selfish.

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Yeah, most of the people who buy C&C Games are little kids totally man.

Not at all. Go to the EA forums and look at those threads that come up once in a while about personal life and shit, and the photo contests. I'd say a good 60% of the people over there are adults. However, that doesn't mean a thing. C&C Games are targeted to all audiences and are meant to be universal in their appeal.

And yeah, normally I'm just a dedicated C&C guy who will buy anything even with C&C in the name, but DRM is seriously making me rethink my decision. It sucks, because I've played the beta and I know exactly how amazing of a game RA3 is.

---

Subject: Re: Spore

Posted by [Starbuzz](#) on Wed, 17 Sep 2008 19:34:28 GMT

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u6795 wrote on Wed, 17 September 2008 15:25pawky wrote on Wed, 17 September 2008 14:29nikki6ixx wrote on Wed, 17 September 2008 02:28If people didn't pirate games so heavily, there would be no need for this DRM garbage. I'm getting really sick of morons who believe they can get something for nothing, in turn, causing the rest of us grief; it's fucking selfish.

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OK yes, C&C has a huge fanbase across many generations but why are you not playing the game just because of DRM.

But don't you think you may miss the good things that you will get when a new game comes out? Like lots of players online, and also as having played it when it came out. It will be fun.

I was upset about this too but it's not like you can't install it more than 5 times. You can install and uninstall as many times as you want as long as it is connected to the internet. So EA Nazis will see that you are uninstalling it against YOUR game's serial in their database. And when you install it again, you get that "uninstall" back.

So you can keep going forever. That's why I changed my mind about this DRM though I was upset when I heard it. It is just to stop the multiple copies and illegal serials though I don't much about that.

It is very hard to fight against software piracy. I remember once one of my old boss at work ordered Windows XP online. and Imfao it came from Russia all pirated...looked like it was made in a special hacker assembly line lol

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Subject: Re: Spore  
Posted by [Ryu](#) on Wed, 17 Sep 2008 23:10:38 GMT  
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DRM was bypassed in minutes of Spore's release, DRM is a laughing stock of protection.

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Subject: Re: Spore  
Posted by [sadukar09](#) on Wed, 17 Sep 2008 23:28:18 GMT  
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Ryu wrote on Wed, 17 September 2008 18:10 DRM was bypassed in minutes of Spore's release, DRM is a laughing stock of protection.  
Actually a couple days before, so I heard.

Subject: Re: Spore

Posted by [Nukelt15](#) on Thu, 18 Sep 2008 00:33:58 GMT

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DRM protects about as well as a condom that's been run through an ultrasonic cleaner.

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Subject: Re: Spore

Posted by [\\_SSnipe\\_](#) on Fri, 19 Sep 2008 05:11:51 GMT

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how can i kill those 1000 hp monsters in the damn game?

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Subject: Re: Spore

Posted by [MGamer](#) on Sat, 20 Sep 2008 05:35:15 GMT

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SSnipe wrote on Fri, 19 September 2008 00:11how can i kill those 1000 hp monsters in the damn game?

lolwut

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Subject: Re: Spore

Posted by [saberhawk](#) on Mon, 22 Sep 2008 04:53:10 GMT

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pawkyfox wrote on Wed, 17 September 2008 14:34

OK yes, C&C has a huge fanbase across many generations but why are you not playing the game just because of DRM.

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The DRM because it means I cannot play the game which I bought. It deems that my system is unworthy of playing it. That same DRM software broke physical hardware of mine previously... I cannot return the game to get my money back either because it was "lolopened". I basically just got robbed because of the DRM, and people using the pirated editions (which stripped it out) have no problems...

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Subject: Re: Spore

Posted by [Nukelt15](#) on Mon, 22 Sep 2008 21:53:00 GMT

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Your options:

1. Buy the game and install normally. Not ideal; see A.
2. Buy the game and download a crack. Not ideal; see B.
3. Buy the game and download the pirated version. Not ideal; see B.
4. Buy the console version. Not ideal; see C.
5. Pirate the game. Not ideal; see D.
6. Boycott the game or hold your purchase until/unless the DRM is removed. Ideal; see E.
7. Locate a similar game with no DRM and buy it instead. Ideal; see E.

-----  
A. Submit to whatever restrictions EA wishes to place upon you, risk loss of functionality due to service outages, program/hardware conflicts, and risk possible damage to your OS. Not ideal.

B. Avoid the potential hassle of DRM, but still support the company- on the downside, you're also still supporting the DRM even if you circumvented it. Also not ideal, but a good option if you can't bear to pass on the game.

C. Nicely avoids the potentially burdensome and harmful DRM, but restricts you to a non-upgradeable platform, limits your ability to mod the game, and probably saddles you with an inferior interface and control scheme. Also gives money to the company responsible for the DRM; not ideal but a workable alternative if the game is a must-have.

D. Sidesteps the DRM at the cost of your conscience- if you have one. Does not support the company responsible for the DRM, but may encourage said company to put more DRM on future releases if done by a large number of people (large enough to be detected and turned into statistics, that is). Not ideal.

E. Avoids supporting or using DRM. You might miss the game you originally wanted, but you

haven't spent money on a product that is defective by design. If at all possible, do this.

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Subject: Re: Spore

Posted by [\\_SSnipe\\_](#) on Mon, 29 Sep 2008 06:13:19 GMT

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<http://www.gamedaily.com/articles/galleries/spores-spicy-beginning/?icid=100214839x1210234747x1200629515>

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