

A restructures Battlefied: Heroes pricing; fans enraged

2009-12-15 00:00:00 by Sneaky

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EA and DICE have dropped a bomb on fans of Battlefield: Heroes: the price for items using in-game currency has been jacked up, while the price for funds purchased using real cash has been lowered. The net change? Gamers now must pay to play with the same weapons they've been long enjoying for free, or they have to grind for hours to earn them. Heroes has become something it used to mock.

<http://arstechnica.com/gaming/news/2009/12/ea-restructures-battlefied-heroes-pricing-fans-enraged.ars>

<http://sobsquad.net/modules.php?name=News&file=article&sid=80>