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[EA Removes 10-Day Check for Mass Effect and Spore](#)

The company listened to its fans concerns and acted accordingly

When people heard the news regarding the once every [10 days SecuROM check](#) for two of the most anticipated PC releases this year, Mass Effect and Spore, all hell broke loose and everybody became concerned about this problem. We shouldn't be afraid of losing our rights to play any of these games if we don't have an Internet connection, since Electronic Arts have announced that none of the games will require the periodic check anymore. We can almost hear voices of people stating that it was only a test from the developers and they only wanted to know how people reacted to such a decision - as expected, the reaction was pretty bad, so they had to stick to the old ways of fighting against piracy. However, even though we won't be required to validate our game every ten days, we'll have to do that every time we'll log in to the official websites to download different things for the titles we have bought. But I'm sure everybody can live with that. BioWare community manager Jay Watamaniuk was the one who broke the news on the official forums, saying: "BioWare has always listened very closely to its fans and we made this decision to ensure we are delivering the best possible experience to them. To all the fans including our many friends in the armed services and internationally who expressed concerns that they would not be able re-authenticate as often as required, EA and BioWare want you to know that your feedback is important to us." We're really glad to see such a quick response from [Electronic Arts](#) and we're even happier since they have shown us that our opinion really matters. Of course, even though it is possible this whole re-authentication every 10 days was only a test, it's still good to see that they have listened to the results it prompted and acted accordingly.