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## [Game prices are growing](#)

*60\$. It is really necessary?*

Oil prices are influencing everything. Now, it appears that the game industry has been affected as well. Just kidding... but there is indeed a price-rising trend. As time passes, more and more games reach the 60\$ limit. EA Games has managed to sell some games with this price, but we are talking about EA Games. They can afford it. The truth is that as games evolve, they tend to implement implicate more and more complicated technologies, which of course, cost more money. The more complex the game, the more employees you need and so on. The money has to come from somewhere. And who could do a better job to force such prices on the market? Microsoft of course. All the games listed for the new Xbox 360 have a starting point at 60\$. So why not follow them? This won't mean that there won't be any good 50\$ games. But who will want to buy a 50\$ game when you can throw 60\$ for some game you will probably play only once. This week, Softpedia News enters the Battle of Browsers. Which do you think is the best browser? [Vote for your favorite browser.](#)