
Subject: OT: Star Wars Galaxies

Posted by [boma57](#) on Tue, 24 Jun 2003 01:06:41 GMT

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AspenthsmwScottNo video game will ever be worth a monthly fee.

Not true. All MMORPGs must be subscription-based in order to compensate for the amount of bandwidth consumption. Do you think that the bandwidth to support millions of players at a time is cheap? Although I do believe that Sony could have gone with the typical price of an MMORPG and make the fee only \$12 a month(that's what UO went UP to), they decided to make it \$14 because they know people will still pay it. What aggravates me is the topic started on the SWG boards by a person who thought that \$14 was too low. He wanted it to be around \$25-30/m to eliminate the amount of kids playing so that it was majorly adults.

That is the most ridiculous thing I've heard all day. You take measures to eliminate childish behavior, not raise the costs so the majority of people who act childish can't even play it...That'd cause a huge chunk of profits to go flying away.
