
Subject: OT: Star Wars Galaxies

Posted by [Aspenth](#) on Mon, 23 Jun 2003 21:34:15 GMT

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smwScottNo 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.
