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Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii  
Posted by [Speedy059](#) on Fri, 03 Apr 2009 04:06:27 GMT

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EvilWhiteDragon wrote on Thu, 02 April 2009 07:06Speedy059 wrote on Thu, 02 April 2009 13:07Actually after looking at the Demo it looks like you can rent a game for 5 days, or purchase it in full (digital copy).

I also forgot to think about another method of streaming multiplayer games, will they be hosting these large games or will they route game hosting for the players to host on their own connection like most multiplayer games? If so, I guess On Live might be successful....did not think about this scenario, as it probably seems the most realistic. Interested in seeing how the multiplayer games will work. I hope they don't try to host them...

Ideally they would host it, because that would mean the traffic stays on their own network. That way it *\*might\** be possible, as you take away a lot of the lag you would otherwise get.

Then you are looking at some very expensive subscription costs if they are going to setup servers all over the world to host these games. I was afraid of that, if they do do this then they wont last long. Take COD5, with 100's of thousands of players online at any given time, it will take so much bandwidth and powerful servers all over the world to satisfy the gamers. I just don't see how they can make this affordable if they will host the game. I just don't think it's a wise business model, even though gamers would love it if they had powerful servers setup everywhere. I just don't think gamers will pay the premium monthly subscription to have them host everything.

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