

---

Subject: Re: OnLive is out

Posted by [Starbuzz](#) on Thu, 18 Nov 2010 06:44:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

So finally the game developers have got the best system to increase their profits. I have known this was gonna arrive for many years now. In a nutshell, you won't be able to resell your games. PERIOD. This way everyone will have to buy their own games in the NEW price. The loser is YOU. The winners are the game companies that will rake in the cash.

It's a good thing then that the games they come out with has been routinely shit (then again I am an early 90's pixel loving gamer who doesn't give a shit about "omg graphics!!!"). And I can also be glad I have a good physical collection of all the best games I have truly enjoyed over the past 16 years. These games can be played over and over by me as long as I have my current hardware setup (I just hope they won't change the voltage or the design of the wall socket ). So I am all set.

I would think that overall generally, the cloud-based system, may lessen piracy if not wipe it out. I have no idea how the game data is handled but this is sort of like a "dumb terminal" where you use the hardware and have no control over the data? Not sure.

I think cloud-based delivery will also be the standard of the future and just as I thought, I am quiet sure that physical copies of games will no longer be made at some point. Good example is RA3 expansion which was "digital delivery" only. That kinda caught me out cold because I have the habit of wanting a physical copy of the game with box and manual.

Another good thing is that this is incredibly convenient. duh. I do think that as mentioned in the article, users would easily overstep their monthly ISP data caps. In my place here, Comcast has around 27GB per month limit. But with games that maybe be not enough especially if someone is playing many games.

It may take a while for the oldies to get used to but the younger generation of gamers will adapt and will find nothing wrong with this system.

But despite everything, the endgame of cloud-based delivery is basically maximization of profits for the game companies. You pay \$50 for a game and that's it. There will be no "used games" anymore to buy from anyone; you are gonna fork out a \$50 over and over again. I also don't see games depreciating in value as time goes on when it's delivery is controlled directly by the game makers. Unless they voluntarily change/lower the price, its still gonna be the original base price = more cash for the devs.

---