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Subject: End of Earth and Beyond online.

Posted by [Neodarrh](#) on Sun, 21 Mar 2004 13:41:47 GMT

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Earth and beyond most likely shut down because they tried to compete in the next new big market(MMOGs) which is only a couple years old. The problem is that they have to compete with games like Everquest, Ultimate Online(yes people actually still play this...I think), Anarchy Online, Dark Ages of Camelot, Star Wars Galaxies, Planet Side, and couple others that I cant think about atm. The largest out of them is EQ with over like 400,000, maybe close to 450k, active accounts.

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