Subject: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by nikki6ixx on Tue, 24 Mar 2009 19:18:23 GMT
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http://news.cnet.com/8301-10797_3-10202688-235.html?tag=TOCmoreStories.0

Interesting concept, and if it works as planned, this could really shake up the video game industry.

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by luv2pb on Tue, 24 Mar 2009 19:30:54 GMT
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A lot can change is 7 years. They better hurry their asses up.

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Lone0001 on Tue, 24 Mar 2009 19:31:40 GMT
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Sounds like a nice idea, SD games being able to be played with a 1.5MB connection(5MB for HD)is also very appealing.

This could make the console makers work much harder on their consoles(Microsoft was lazy with the 360 imo tbh).

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by nope.avi on Tue, 24 Mar 2009 19:32:25 GMT
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That looks pretty awesome tbh, But I doubt that their streaming the video game will work flawlessly though

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Lone0001 on Tue, 24 Mar 2009 20:24:11 GMT
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http://g4tv.com/xplay/videos/37359/GDC-09-OnLive-Video-Game-Service.html

It sounds they have spent a lot of time working on the lag issues, the little TV Console box thing being less than any console out today sounds very nice, we're looking at possibly $100-200 I would think.

**Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii**
Posted by CarrierII on Tue, 24 Mar 2009 23:04:59 GMT
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Bah. Half the towns round here couldn't use that service for the sheer bandwith requirement.

---

**Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii**
Posted by BlueThen on Tue, 24 Mar 2009 23:30:54 GMT
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Sounds like another step towards Cloud Computing.

---

**Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii**
Posted by Canadacdn on Wed, 25 Mar 2009 02:04:51 GMT
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Digital distribution is bullshit. Whenever I buy a game, I want a physical copy of it.

---

**Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii**
Posted by R315r4z0r on Wed, 25 Mar 2009 02:16:37 GMT
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Canadacdn wrote on Tue, 24 March 2009 22:04Digital distribution is bullshit. Whenever I buy a game, I want a physical copy of it.
I was about to post the same thing.

I don't want to "subscribe" to some digital "rental" service. I want to own a physical game and play it on my own time, free of charge (bar the purchase costs)

I don't like this concept at all.

---

**Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii**
Posted by nikki6ixx on Wed, 25 Mar 2009 03:05:50 GMT
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It's an alternative. Besides, the popularity of Steam, and Netflix show that a substantial amount of people don't care if they don't have the actual product in their hands.

---

**Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii**

Posted by R315r4z0r on Wed, 25 Mar 2009 03:23:34 GMT
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This really isn't competition for Wii. Wii has its own thing going on with its intuitive games that this OnLive thing can't mimic very easily.

If Nintendo goes back to making standard consoles, then that's when this OnLive will be competition for them. But then again, consoles do have their "Only for" games.. Like Mario & Zelda for Nintendo, Master Chief for Xbox, ect. I don't think those companies will simply give up their trademarks to a competing corporation.

My guess is that if anything happens, the other game companies will make something similar to this thing for their own games.

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Canadacdn on Wed, 25 Mar 2009 03:40:05 GMT
View Forum Message <> Reply to Message

nikki6ixx wrote on Tue, 24 March 2009 21:05It's an alternative. Besides, the popularity of Steam, and Netflix show that a substantial amount of people don't care if they don't have the actual product in their hands.

Steam is ass, and I only tolerate it because of the quality of the Half-Life series. Regardless, I still hate paying for something I don't have in my hands, and can only access when I'm connected to the internet. Essentially, I'm paying Valve for the privelage to play their games when they say I can. Imagine if your car dealer required you to walk over to their dealership and pick up the keys each time you wanted to drive your car. What if the dealership's closed because they have to do maintenance on the building? Tough shit, because you're their bitch now, and you're paying for it.


EDIT:  Forgot to mention that Valve does still sell disc copies of their games, but you still have to be on Steam to play them, so my argument is valid.

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by BlueThen on Wed, 25 Mar 2009 03:45:01 GMT
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If there's a choice to just purchase and download the full game, then great!

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Speedy059 on Wed, 25 Mar 2009 07:06:27 GMT
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I'm not liking this concept either. If everything will be subscription based, then count me out. Due

to the amount of powerful servers and power they will need in datacenters will make this expensive. Also the amount of bandwidth they need to supply to millions of gamers on a daily basis will easily be in the high 50-100+Gbps ranges to satisfy the gamers with no lag. Not to mention the amount of servers they will have to place around the globe to satisfy gamers in the other territories. All of this taken into consideration will make this expensive, and we will have to pay for it for high monthly subscriptions I imagine...

I do not like this idea and probably wont participate since I wont have the actual hardware. I enjoy having the actual hardware for the gaming console and doing whatever I want with it, modifying it, upgrading it, and whatever else I want. I'm sure the games will be leased to you on a monthly basis for you to play. All of this is total BS and I don't support the idea. I have like 20 PS3 games, holy crap what would the monthly subscription cost to have all of that?

However this is a very creative idea and hopefuly they can make it offordable and wanted by us gamers. But with the bandwidth, high spec servers, datacenters, and everything else needed just doesn't warrant for affordable game playing. I'm not sure how they are going to do this. Kids will have to steal their parents credit card to afford this.

---

## Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by R315r4z0r on Wed, 25 Mar 2009 21:33:20 GMT
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That's another thing that I forgot to mention above. Subscriptions.

If I have to constantly pay per day/week/month/year to play a game like this, it isn't worth it.

I want to pay it all up front and have the physical game to play whenever I want, without the need for an internet connection.

I can stand some internet distribution routes and have used a few from time to time (Steam, EA Store, Xbox LIVE Marketplace, ect) But if I can chose, I want to own the game permanently and physically.

---

## Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by nikki6ixx on Wed, 25 Mar 2009 21:47:34 GMT
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For someone like me, this service is perfect. I don't own many games, and although I'd like to play new ones, I can't justify buying a 'next-gen' console, or getting a good computer, and then buying games on top of that.

If this has a cheap entry fee, I'd happily fork over a small subscription payment if it lets me select from a slew of new games. Or even better, a day/week rate where I can play a game to see if I like it.

What would be awesome is pre-paying for a certain amount of hours, and you get a smorgasbord of new games to choose from. I'd sign up for that in a heartbeat.

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Ryan3k on Wed, 25 Mar 2009 23:08:14 GMT
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cool, now we'll be able to play singleplayer games in shitty resolution and high latency.

yeah boyeeee

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by slosha on Thu, 26 Mar 2009 01:01:58 GMT
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I really don't care who makes the system, I just want the best out there. This looks like teh ownage, but at a costly price I imagine :\

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by R315r4z0r on Thu, 26 Mar 2009 18:37:28 GMT
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Now, even though I still prefer to own physical games, you have to admit it is pretty cool. Check out the videos on IGN:

 http://pc.ign.com/dor/articles/965599/gdc-09-onlive-video-demos/videos/onlive_de mostream_032309.html

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by slosha on Fri, 27 Mar 2009 02:50:44 GMT
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that video made me j*zz in my pants! i'd use it on my computer because it's got 1200x800 so that would look nice

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by nikki6ixx on Fri, 27 Mar 2009 03:06:38 GMT
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Also, if I understand right, this system would mean you wouldn't need to upgrade your computer

hardware, or buy a new console to play the 'next-generation' of games.

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by R315r4z0r on Fri, 27 Mar 2009 03:23:33 GMT
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From a PC gaming standpoint, it sounds like a good idea. But from a console gaming standpoint, I don't like it.

I like getting new consoles and the games for them. They do many more things than just play games, and I find it better to have an active physical game library.

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by nikki6ixx on Fri, 27 Mar 2009 03:30:59 GMT
View Forum Message <> Reply to Message

R315r4z0r wrote on Thu, 26 March 2009 21:23From a PC gaming standpoint, it sounds like a good idea. But from a console gaming standpoint, I don't like it.

I like getting new consoles and the games for them. They do many more things than just play games, and I find it better to have an active physical game library.

lol, I like getting new stuff too, but console's are pricey, at least for me, but that's down to priorities. Plus, the things console's do today can easily be done on a computer, and better.

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by DeadX07 on Fri, 27 Mar 2009 04:19:36 GMT
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If I can't go to Walmart and buy the game I want on a physical disk, and install and activate it without an internet connection, then I'll never buy another game again. I like games, but sorry, I don't like not having control over what I trade my cash for. If that was the case then I'll go blow money on something more meaningful.

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Ryan3k on Fri, 27 Mar 2009 05:41:21 GMT
View Forum Message <> Reply to Message

R315r4z0r wrote on Thu, 26 March 2009 20:23From a PC gaming standpoint, it sounds like a good idea. But from a console gaming standpoint, I don't like it.

I like getting new consoles and the games for them. They do many more things than just play

---

games, and I find it better to have an active physical game library.
you mean "I like [MY PARENTS] getting [ME] new consoles and games for them."

?

---

## Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by RTsa on Fri, 27 Mar 2009 09:26:29 GMT
View Forum Message <> Reply to Message

Lone0001 wrote on Tue, 24 March 2009
22:24http://g4tv.com/xplay/videos/37359/GDC-09-OnLive-Video-Game-Service.html

It sounds they have spent a lot of time working on the lag issues, the little TV Console box thing
being less than any console out today sounds very nice, we're looking at possibly $100-200 I
would think.
+ probably something like $200 / year for the service. They have to pay for the servers anyway.

---

## Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by BlueThen on Fri, 27 Mar 2009 19:41:21 GMT
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RTsa wrote on Fri, 27 March 2009 04:26Lone0001 wrote on Tue, 24 March 2009
22:24http://g4tv.com/xplay/videos/37359/GDC-09-OnLive-Video-Game-Service.html

It sounds they have spent a lot of time working on the lag issues, the little TV Console box thing
being less than any console out today sounds very nice, we're looking at possibly $100-200 I
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+ probably something like $200 / year for the service. They have to pay for the servers anyway.
It probably won't cost as much as owning/renting a server. Mostly because you won't be using it
as much as if you were to be hosting a game or webserver.

---

## Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Lone0001 on Fri, 27 Mar 2009 20:34:16 GMT
View Forum Message <> Reply to Message

BlueThen wrote on Fri, 27 March 2009 14:41RTsa wrote on Fri, 27 March 2009 04:26Lone0001
wrote on Tue, 24 March 2009
22:24http://g4tv.com/xplay/videos/37359/GDC-09-OnLive-Video-Game-Service.html

It sounds they have spent a lot of time working on the lag issues, the little TV Console box thing
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---

as much as if you were to be hosting a game or webserver.

Yeah they wouldn't make it $200/year or no one would use the service, it's probably around the same price as Xbox live or less(if more expensive most likely not that much more).

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by slosha on Thu, 02 Apr 2009 02:45:46 GMT
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didn't you guys see you have to rent or buy the game? it will probably be the same or less as live.

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Ryan3k on Thu, 02 Apr 2009 03:33:55 GMT
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onlive - goodbye modding!

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Speedy059 on Thu, 02 Apr 2009 11:02:49 GMT
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From a server administrative side I just don't see how this will be cheap. The amount of territory presence with massive 10-50Gbps connections in DC's around the world, I just don't see how this could even be under $50/mo, without the games. People living on the East Coast of the USA don't want to play on West Coast servers. They might as well team up with Google Cloud to run this operation, otherwise people wont be happy about the trace routes to the gaming On Live servers with their latency...

Bad bad bad idea. There is no way this can be cheap and worth it. They probably think that WOW is able to pull it off with subscripts, so they can to. But WOW isn't as heavy on bandwidth streaming like some popular console multiplayer games like COD...

I'll give them 2 years to shut the doors. 1st year will be a guaranteed loss, and the CEO's will promise a good 2nd year but still will fail....

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Speedy059 on Thu, 02 Apr 2009 11:07:28 GMT
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Actually 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...

---

## Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by EvilWhiteDragon on Thu, 02 Apr 2009 12:06:29 GMT
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Speedy059 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.

---

## Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Speedy059 on Fri, 03 Apr 2009 04:06:27 GMT
View Forum Message <> Reply to Message

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.

**Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii**
Posted by Lone0001 on Fri, 03 Apr 2009 05:01:59 GMT
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I think the plan is to only have it in North America, not worldwide, the beta is taking place solely in the US AFAIK.

---

**Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii**
Posted by DAUGHTER DIVER on Sun, 05 Apr 2009 12:50:35 GMT
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they must have great software

---

**Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii**
Posted by Renx on Tue, 07 Apr 2009 03:07:22 GMT
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R315r4z0r wrote on Wed, 25 March 2009 17:33That's another thing that I forgot to mention above. Subscriptions.

Are you a serious? A subscription method that gave you access to all games on the network would make consoles obsolete in a month. Even if it was some insane figure like $50/month you'd only have to play one new game per month and you'd still be saving money... MMOs cost about $180/year for just one game, and for the quality of service and gaming you get it is well worth the price.

Renting or just buying games like you would on steam is not as appealing though.

---

**Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii**
Posted by Lone0001 on Tue, 07 Apr 2009 20:29:20 GMT
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One other thing to keep in mind: if this works imagine what other things could be done using this method, video editing as one example.

---

**Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii**
Posted by The Party on Tue, 07 Apr 2009 20:58:33 GMT
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nikki6ixx wrote on Tue, 24 March 2009 21:05It's an alternative. Besides, the popularity of Steam, and Netflix show that a substantial amount of people don't care if they don't have the actual

product in their hands.

But you do have the actuall product, yes not the disk but you get the game and with that you can make copys and backups.

---

## Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by nikki6ixx on Tue, 07 Apr 2009 21:39:51 GMT
View Forum Message <> Reply to Message

MasterEvolution wrote on Tue, 07 April 2009 15:58nikki6ixx wrote on Tue, 24 March 2009 21:05It's an alternative. Besides, the popularity of Steam, and Netflix show that a substantial amount of people don't care if they don't have the actual product in their hands.

But you do have the actuall product, yes not the disk but you get the game and with that you can make copys and backups.

Well, the problem is with digital distribution, you don't physically own the product, and don't have much control over it. For example, if the servers are down, you can't play the game whereas with a physical copy, you may still be able to.

However, I'm not one to worry about this much, but it's still food for thought.

---

## Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Renx on Thu, 09 Apr 2009 01:02:36 GMT
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Considering that 99% of SP games are fucking boring, if the servers were down you wouldn't be able to play anyway, since chances are you'd be trying to play MP.

---

## Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Renx on Thu, 09 Apr 2009 01:04:38 GMT
View Forum Message <> Reply to Message

Speedy059 wrote on Thu, 02 April 2009 07:07Actually 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...

---

Depends. If it's a xbox-live kind of setup they would be hosting the small 4v4 or whatever games. If it's a PC setup then it would be people paying for server and hosting an FDS.

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Comic-Man on Thu, 09 Apr 2009 01:10:31 GMT
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Looks like it can easily be eaten by a dog or stepped on...Pc all the way!

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by nikki6ixx on Thu, 24 Sep 2009 01:21:00 GMT
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 http://arstechnica.com/gaming/news/2009/09/cloud-gaming-service-onlive-shines-at -mit-conference.ars

Looks like this thing is shaping up pretty well, given the tepid nature of the industry. I'm looking forward to seeing how it works in the mainstream, because I'd totally pick this up as opposed to an entirely new console.

---

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by R315r4z0r on Thu, 24 Sep 2009 01:50:25 GMT
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What's wrong with new consoles? Everything has to come to an end at some point. But for everything that ends, something new and better starts up.

You can't hang onto the 8bit age for ever. It came, lasted a good decade or so, and went.

Grab a new console and you're back in the swing of things. It's definitely worth the investment. I mean, you don't have to constantly get the latest thing as soon as it comes out, but that doesn't mean that there aren't times where you should update.

If you are that conscious about letting go of the past consoles and partaking in the new ones, then I think the Nintendo Wii would be the best new console for you. Why? Because of it's virtual console, it allows you to purchase (cheap) oldschool games from various other consoles like the N64, Sega Genesis, SNES, ect. Then there is the backwards compatibility to the Nintendo Gamecube built into the system. And not to mention the fact that the Wii has it's own unique library of games as well.

It's also the cheapest console on the market and is great for parties.(Even if no one at the party likes or plays games. The Wii has a way of getting everyone involved.)

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by nikki6ixx on Thu, 24 Sep 2009 02:08:35 GMT
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If I were to get a new console, I'd pretty much need to buy a new HD TV to go with it; playing a PS3 or Xbox on my TV from 1993 complete with a mono speaker doesn't really strike me as an awesome experience.

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by R315r4z0r on Thu, 24 Sep 2009 03:13:47 GMT
View Forum Message <> Reply to Message

Why not? It will work just fine.

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by nikki6ixx on Thu, 24 Sep 2009 04:11:25 GMT
View Forum Message <> Reply to Message

R315r4z0r wrote on Wed, 23 September 2009 22:13Why not? It will work just fine.

But it'll look like ass, and the TV is small. That ruins the experience. Plus, the marginal benefit of owning a console and new TV is lower than what I'd be willing to pay.

With something like OnLive, I can game using my nice computer monitor in tandem with my modest netbook. Plus, a wide selection of games for a monthly fee is just icing on the cake.

Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Blue_Leader on Thu, 24 Sep 2009 11:14:25 GMT
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This sounds to good to be true but it really sounds appealing for computer owners, not having to upgrade your system every few years to play a game would be a nice change especially considering I have a slow computer.

But It also notes this is going to be several years in the future which as another person posted is a long time in terms of what can change so while they maybe working on this something new and better could already be in the works by one of the companies they are competing against. But if this works I think it could potentially revolutionize gaming, of course I'm putting a lot of faith that this actually works as they say but only time will tell.