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Subject: Stoned again sorry

Posted by [MexPirate](#) on Mon, 12 Mar 2007 22:46:06 GMT

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and for todays random ramble, I was just thinking about MMO's like WoW that are supposed to have like 8 million players - many of them taking the game as seriously as life itself, lol.

What if they were to try to create a virtual country with those 8 million citizens and trade as a country, tax players and trade real money have a government etc in rl. that would be pretty crazy, they could have their own embassys accross the world for massive lan parties and important online government meetings.

They could introduce tasks in the game that are capable of generating real money including advertising etc and make the virtual currency hold value and be traded, wow being used for investments on a virtual stock market to make real money.

Umm yea it could happen... Discuss

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Subject: Re: Stoned again sorry

Posted by [Renx](#) on Mon, 12 Mar 2007 22:53:12 GMT

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I'm sure this will be possible in the somewhat near future. When it does happen, I sure hope they place serious restrictions on the amount of time you're allowed to spend playing, along with other regulations to keep people focused on the real world.

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Subject: Re: Stoned again sorry

Posted by [MexPirate](#) on Mon, 12 Mar 2007 22:55:18 GMT

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Screw rl, I want to be a virtual tycoon and take over the country!

I played L2 for a while and they had a built in msn which was pretty cool - they could include modified systems for carrying out loads of everyday tasks within the MMO like ordering a pizza in a virtual pizza hut, then having it turn up at your door, haha that would be pretty cool 8 million people could demand delivery service on McDonalds and they could tie in all sorts of advertising, pancakes and sausage egg muffin for breakfast in time before i leave for work sounds good.

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Subject: Re: Stoned again sorry

Posted by [light](#) on Mon, 12 Mar 2007 23:19:54 GMT

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Sounds pretty much like Second Life to me.

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Subject: Re: Stoned again sorry  
Posted by [C4miner](#) on Tue, 13 Mar 2007 01:30:12 GMT  
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light wrote on Mon, 12 March 2007 18:19 Sounds pretty much like Second Life to me.

Seconded. Second Life pretty much is a virtual economy first and a free-roaming game second. Linden Labs (the creator of Second Life) has a system setup that determines an exchange rate for Linden Dollars (in game currency) with US dollars. You can trade back and forth however you desire.

There are people who pay thousands of real American dollars for pieces of virtual real estate in this "game." They then develop that land with housing, businesses and other virtual amenities and sell it for real profit to other players in Second Life.

In fact, there is an article about a woman who declared her virtual Second Life assets have a net worth of over 1 MILLION US dollars.

<http://gigaom.com/2006/11/29/anshe-chung/>

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Subject: Re: Stoned again sorry  
Posted by [Blazer](#) on Tue, 13 Mar 2007 02:04:28 GMT  
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<http://www.foreign-relations.com>

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Subject: Re: Stoned again sorry  
Posted by [Goztow](#) on Tue, 13 Mar 2007 08:05:02 GMT  
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Yup: 2nd life for sure. Overrated game if u ask me. For me, a game like Renegade is not just the game but everything that comes with it for me: community, clan, website creation, getting to know different players, social contact, ... All of this out of the game, not in it.

/me goes back under his rock

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Subject: Re: Stoned again sorry  
Posted by [Renx](#) on Wed, 14 Mar 2007 01:44:26 GMT  
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Thus why they've been trying to push those things into the game itself.

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Subject: Re: Stoned again sorry  
Posted by [Goztow](#) on Wed, 14 Mar 2007 07:30:44 GMT  
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Renx wrote on Wed, 14 March 2007 02:44Thus why they've been trying to push those things into the game itself.  
But it doesn't work IMO. But I'm old fashioned.

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