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Subject: OT: Star Wars Galaxies  
Posted by [Aspenth](#) on Sun, 22 Jun 2003 05:12:10 GMT  
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As some of you may be aware, and after being pushed back several months several times, Star Wars Galaxies will be released this coming Thursday(June 26th). Myself, I'm a huge Star Wars fan, so it can be expected that I'll be among the first in line for this game. I was just curious if there are any others here that I may just pass by while wandering say, Tatooine or Endor? Since I did not participate in the beta test of SWG, I can't say for sure how much I'll love it or hate it, as the reviews have been mixed - but there's a pretty good chance I won't be playing Renegade for at least a week after the 26th. I'll have to get used to it and work on my character a bit before I have a solid opinion of the game.

For those of you clueless as to what I'm talking about, pick up a damn gamers' magazine or read some websites, because SWG is going to eat up the MMORPG market! Earlier today, its sales had achieved the #1 rank on Amazon, currently at #2 I believe. I can't wait!

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Subject: OT: Star Wars Galaxies  
Posted by [gendres](#) on Sun, 22 Jun 2003 05:53:48 GMT  
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I will be there, can't wait to visit Coruscant or launch from a Star Destroyer, or defend Echo Base...

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Subject: OT: Star Wars Galaxies  
Posted by [DaveGMM](#) on Sun, 22 Jun 2003 11:12:50 GMT  
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You will be first in line?

Pah.

I've been following this game fir the three years it was in development heck

It's gonna roxxor.

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Subject: OT: Star Wars Galaxies  
Posted by [Dr.Snuggles](#) on Sun, 22 Jun 2003 13:33:39 GMT  
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According to a pal who's been a beta tester for some time it's somewhat of a disappointment, atleast so far. The world's too plain & uninteresting aswell as many other general problems in gameplay. However, since it's billed with a monthly fee there's always room for vast improvements & players'll surely see many such in the time following its release.

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Subject: OT: Star Wars Galaxies  
Posted by [bigejoe14](#) on Sun, 22 Jun 2003 14:41:02 GMT  
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I'm a fan of Star Wars, but SW:G never really interested me.

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Subject: OT: Star Wars Galaxies  
Posted by [Xtrm2Matt](#) on Sun, 22 Jun 2003 15:53:28 GMT  
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Subject: OT: Star Wars Galaxies  
Posted by [MSNSazabi](#) on Sun, 22 Jun 2003 18:23:15 GMT  
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i'll be there, i've had it reserved at babbages for months. i also have a group of friends that are going to play on there also but, only me and another guy have it reserved so i don't think the rest will be able to play until they release more copies after the initial rush.

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Subject: OT: Star Wars Galaxies  
Posted by [Duke of Nukes](#) on Sun, 22 Jun 2003 18:45:48 GMT  
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I'm probably the biggest Star Wars nerd on the boards...but I predict this will be a let down. I'd prefer to just stick to JKII and Rebellion (an oldie but a goodie) MMORPG's/ MMOFPS's never interested me. Too much of an alternate reality...It's a virtual life for those without a real one

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Subject: OT: Star Wars Galaxies  
Posted by [Epeyon](#) on Sun, 22 Jun 2003 19:33:21 GMT  
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I thought you had to pay for the online access. don't you? and if you do then I'm not getting it cause it's probably not worth it.

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Subject: OT: Star Wars Galaxies  
Posted by [Aspenth](#) on Sun, 22 Jun 2003 20:09:59 GMT  
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EpeyonI thought you had to pay for the online access. don't you? and if you do then I'm not getting it cause it's probably not worth it.

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Yes, and you'd probably be more influenced not to buy it when you find out that the subscription price is higher than that of most MMORPGs; it's \$14.99 month to month. However, there are plans that'll lower that price if you plan on playing for several months at a time. But I'm willing to pay it because although the testers say the game is somewhat light in content, I have confidence that the developers will continuously add new content with frequent patches. Otherwise it wouldn't be a subscription game.

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Subject: OT: Star Wars Galaxies  
Posted by [MSNSazabi](#) on Sun, 22 Jun 2003 21:44:06 GMT  
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i saw that the devs said they are working on an expansion i think due next year that will add new planets and space battles.

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Subject: OT: Star Wars Galaxies  
Posted by [asdfg195](#) on Sun, 22 Jun 2003 21:48:26 GMT  
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about SW:G, <http://dynamic5.gamespy.com/~extralife/archive.php?date=2003-05-31>

I'm not really into games that you have to pay months for. I'm waiting for Jedi Academy and Knights of the Old Republic.

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Subject: OT: Star Wars Galaxies  
Posted by [Imdgr8one](#) on Sun, 22 Jun 2003 21:58:08 GMT  
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A new Jedi Knight game? AWESOME!

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Subject: OT: Star Wars Galaxies  
Posted by [L3f7H4nd3d](#) on Mon, 23 Jun 2003 03:26:13 GMT  
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asdfg195about SW:G, <http://dynamic5.gamespy.com/~extralife/archive.php?date=2003-05-31>

I'm not really into games that you have to pay months for. I'm waiting for Jedi Academy and Knights of the Old Republic.

Dark side here I come.

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Subject: OT: Star Wars Galaxies  
Posted by [OrcaPilot26](#) on Mon, 23 Jun 2003 05:22:53 GMT  
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Duke of Nukes! I'm probably the biggest Star Wars nerd on the boards...but I predict this will be a let down. I'd prefer to just stick to JKII and Rebellion (an oldie but a goodie)

JKII wasn't that good, JK was much better, (tried making a few maps for JK myself but stopped when Renegade was released) of course I really liked those space combat games, X-Wing, Tie Fighter ect.

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Subject: OT: Star Wars Galaxies  
Posted by [gendres](#) on Mon, 23 Jun 2003 05:28:29 GMT  
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Those were really good, I still have X-Wing and TIE Fighter along with the expansion packs

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Subject: OT: Star Wars Galaxies  
Posted by [OrcaPilot26](#) on Mon, 23 Jun 2003 06:25:56 GMT  
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anyone who has X-Wing Alliance go to [www.xwaupgrade.com](http://www.xwaupgrade.com) It's a really good modification that updates the graphics of many of the fighters, as well as a few cap. ships.

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Subject: OT: Star Wars Galaxies  
Posted by [Ferhago](#) on Mon, 23 Jun 2003 06:39:01 GMT  
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Im not intimidated by you or your freakish talking money

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Subject: OT: Star Wars Galaxies  
Posted by [Epeyon](#) on Mon, 23 Jun 2003 16:22:56 GMT  
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Quote:Xtrm2Matt wrote:

Im not intimidated by you or your freakish talking money

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That's the sign for a pound and I have a demo for Jedi Knight Two though I would love another Jedi game especially if they were based on the New Jedi Order books that would be sweet

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Subject: OT: Star Wars Galaxies  
Posted by [smwScott](#) on Mon, 23 Jun 2003 17:06:05 GMT  
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No video game will ever be worth a monthly fee. Unless of course it's some sort of game that makes everything else obsolete , but that wont happen for a long time.

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Subject: OT: Star Wars Galaxies  
Posted by [Epeyon](#) on Mon, 23 Jun 2003 17:40:02 GMT  
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Nope cause another game will come along and make that one absolate

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Subject: OT: Star Wars Galaxies  
Posted by [Aspenth](#) on Mon, 23 Jun 2003 21:34:15 GMT  
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smwScottNo video game will ever be worth a monthly fee.

Not true. All MMORPGs must be subscription-based in order to compensate for the amount of bandwidth consumption. Do you think that the bandwidth to support millions of players at a time is cheap? Although I do believe that Sony could have gone with the typical price of an MMORPG and make the fee only \$12 a month(that's what UO went UP to), they decided to make it \$14 because they know people will still pay it. What aggravates me is the topic started on the SWG boards by a person who thought that \$14 was too low. He wanted it to be around \$25-30/m to eliminate the amount of kids playing so that it was majorly adults.

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Subject: OT: Star Wars Galaxies  
Posted by [boma57](#) on Tue, 24 Jun 2003 01:06:41 GMT  
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AspenthsmwScottNo video game will ever be worth a monthly fee.

Not true. All MMORPGs must be subscription-based in order to compensate for the amount of bandwidth consumption. Do you think that the bandwidth to support millions of players at a time is cheap? Although I do believe that Sony could have gone with the typical price of an MMORPG and make the fee only \$12 a month(that's what UO went UP to), they decided to make it \$14 because they know people will still pay it. What aggravates me is the topic started on the SWG boards by a person who thought that \$14 was too low. He wanted it to be around \$25-30/m to

eliminate the amount of kids playing so that it was majorly adults.

That is the most ridiculous thing I've heard all day. You take measures to eliminate childish behavior, not raise the costs so the majority of people who act childish can't even play it...That'd cause a huge chunk of profits to go flying away.

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