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Comment: MMO's (MMORPG's) need to be allowed. How can a company, who has taken in millions upon millions for a game, only to shut it down when they don't want to maintain it. In the case of Asheron's Call, they kept selling "lifetime" subscriptions, just to shut off the servers when they got tired of paying for them. Personally, I bought over 30 subscriptions during the 17 years I played. When it started, the game was \$50... and there was a \$15 a month service charge. During this time I had 7 accounts (yes... I was paying \$200/month to play this game. Then When the expansion came out, I spent 7 x \$40 to upgrade all of my accounts. The next few years, I bought at least 25 more accounts (some at a \$10/month rate - about 8 at a \$10 lifetime sub) and some went to friends. I've invested probably \$4000-6000 on this game. I know people that over the years had over 100 accounts. They promised home servers when things started winding down... which I am sure increased their subscription rates as people waited in anticipation for the private servers. They closed the game down and refused to release the server code causing the community to modify a previously leaked source code of the private server that should have been made public. Then WB sent cease and desist letters and the progress came to a snails pace. It's not *right* that players invested this much time, energy and money into a game only for the company to say... "No more. You can't play what you have paid for for 17 years... you can't have access to it at all." It's not right. It's like leasing a car and not being able to have the option to buy it at the end. There was even a group that offered millions to buy the IP so they could continue the game... and they refused. 

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