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In Hollywood, we have studios remaking films every handful of years just to they can continue to hold IP rights. This use it or lose it mentality feels sensible to me (even if the product quality is hit or miss). If a game is shut down, and there is still a player base (willing to pay money), what is the financial harm to the IP holder who has, by shutting down their servers, declared a lack of financial interest in said IP? Perhaps there should be a cooldown after an IP was last used by it's owner for financial gain before the IP in question is converted to public domain.

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Comment Details

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