

GameSpy

Until 2013 GameSpy was a service which made it possible for the players of computer games of a variety of publishers to play online rather comfortably. For some of those games' online play the GameSpy network was essential, e. g. [stronghold_crusader](#), [conflict_global_storm](#), [conflict_denied_ops](#) or [MoHAA](#). GameSpy continued the "fine tradition" of closing down required networks, like the [WON](#) also did.

[Back to the games database](#)

From:

<https://mwohlauer.d-n-s.name/wiki/> - [mwohlauer.d-n-s.name](#) / [www.mobile-infanterie.de](#)

Permanent link:

https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:gaming_platforms:gamespy&rev=1648849323

Last update: **2022-04-01-21-42**

