

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.

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Last update: **2022-04-01-23-42**

