With cash reserves like GME has I can only hope we're at work on building events that guarantee the power goes to the players. First, fuck scalpers. Everyone hates scalpers.

Second, those folks want to spend their dough on what? What we sell.

Providing tickets only to verified buyers is already happening in the music industry. Now imagine that a players wallet can provide the games, the tickets and the merch. Plus, a big problem in the music industry is that they are making tickets nontransferable. We can avoid that and make it a much more attractive environment.

Lots of players are already dissatisfied with many aspects of the experience from purchase forward: we can fix that.

Happy Saturday, and keep the lasagna flying.