

Title: I just had an Epiphany about DRS and not sure this has been talked about! xpost SS

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TLDR: Ownership of your shares and games.

DRS FUD has been strong this past week. Disclaimer, I'm not 100% DRS, but I see the power of what DRS is and is doing with the increasing borrow rates, liquidity, and GameStop including it in their Q3/Q4 10-K. DRS is similar to how digital gaming is in its current state, but let me give you some data on digital games in regards to consoles.

Digital games started becoming popular mid-2000s with the likes of Steam and shortly gained "steam" on consoles. This [Arstechnica](<https://arstechnica.com/gaming/2022/02/fewer-and-fewer-console-games-are-seeing-a-physical-release/>) article goes in depth on how new console game releases have started becoming more digital exclusive and how most indie-games/non-major publishers are dominantly digital exclusive.

This isn't a surprise as digital content is easily distributed and cuts costs from production/packing /shipping said game. As long as you have a decent internet connection, you can buy and download any digital game and play it that day.

This graph shows how major publishers are exclusively releasing digital games compared to physical+digital release. Examples of digital games include Fortnite, Call of Duty: Warzone, PugG, and DLC like Animal Crossing: New Horizon Happy Home Paradise.

<https://preview.redd.it/xss5n31yxyo81.png?width=596&format=png&auto=webp&s=5f4fcc52ab21a29d2d70c0d6ea764ac1ddc7775b>

This shows how important digital games are to indie-game **developers** and how it will continue to be this way. Some examples of indie-games are Among US, Rocket League, and Hades.

<https://preview.redd.it/fkhcw38vxyo81.png?width=606&format=png&auto=webp&s=cc67f1116fdfa0e4cb38762a1ea075f19ce296f>

Like most of you here, I'm a **gamer** first and investor second and I love my games. My girlfriend and I tend to buy physical copies of every game we get. Not only to have it physically but to also hold on-to and **collect**. I have digital copies of games, too, especially being a PS Plus member and playing games on PC and a lot of them are great games.

Together we own a PS1, PS2, PS3, PS4, PS5, Xbox 360, NES, Super NES, N64, GameCube, and a Nintendo Switch. The majority of the consoles are hers but before we even met she was a **collector**. And have you seen the prices of older physical copies of games? Look up any popular game from previous generations and you'll be amazed. We don't plan to sell our physical copies, but if we did want to we'd be able to. *Hint hint wink*

HOWEVER, are you aware you don't own the digital copy of your games?

I made a speculation post way back when here [https://www.reddit.com/r/Superstonk/comments/rwy8wi/game_devspublishers_nft_wrinkle_brains_gamers/](https://www.reddit.com/r/Superstonk/comments/rwy8wi/game_devspublishers_nft_wrinkle_brains_gamers/) going over how the NFT gaming market can change how games are bought and sold and how DIGITAL GAMES ARE NOT YOURS TO OWN.

This article explains exactly why you don't own your digital games and definitely worth a read and share <https://www.techradar.com/news/the-double-edge-of-digital-games-and-changing-ownership>. Pretty much, your purchase of a digital copy is only a license to download and play the game. If your account gets banned,

you lose your **right** to playing the game. If the publishers/developers pull the game from servers, you lose your **right** to play the game. Only way to play the game again is to buy another license.

Now, getting back to our current state of DRS and even brokerage FUD. I'm not advocating that brokerages are going to screw you over hence you should transfer all your shares to ComputerShare or sell and buy on a reputable broker and transfer. Far from it.

My point is that DRS can be viewed similar to the current digital games market in regards to **ownership**. Your shares are in street name and held at the brokerage firm in **their name**. In regards to gaming, your digital game is only a license to allow you to play the game, where the publisher/developer is the owner.

The **main concept** behind transferring your shares to **ComputerShare** is to register them in **YOUR NAME**. Plain and simple. Not only does this give **OWNERSHIP** to you, there are added bonuses of **removing them out of the DTC** and making it so **YOUR** shares can't be lent out.

DRS was never about "brokerages are going to screw you over with your shares so you need to DRS". Not gonna lie, it does sit in the back of my mind as to what they can do with how their TOS are worded. Can brokers sell your shares without your acknowledgement? Who knows. But the fact of the matter is you won't have to worry about that when **your shares are in your name**.

OWNERSHIP of your SHARES can be viewed as OWNERSHIP of your games.

You get to have your cake and eat it.

Also, the NFT marketplace is going to be a game changer and if on day one, digital copies of games are tied to NFTs, (NFT digital copy? NDCs? NFT Games?) this is going to blow the socks off of every gamer, investor, and SHF. I'm doubtful it'll be day one, but I get goose bumps just thinking about it.

Buy. HODL. DRS if you want **ownership**.