OnLive game streaming service to start in June

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(AP) -- In an industry first, a new gaming service will start allowing people to "stream" popular games over the Internet in June, similar to checking Web-based e-mail or listening to music online.

OnLive Inc., launched a year ago with much fanfare, embraces "cloud computing," in which software runs on a computer elsewhere, not on the player's own PC or game console. That means players can buy or rent high-end games such as "Mass Effect 2" with even older, less powerful computers and Macs.

Until now, players must buy discs or download the game.

OnLive Inc. said Wednesday it will start offering the service on June 17 for $14.95 a month. The games, however, cost extra. An adapter that plugs into a TV set comes later.

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