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Subject: Doom 3!

Posted by [YSLMuffins](#) on Wed, 11 Aug 2004 23:29:35 GMT

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Well, it doesn't seem like there can be a win-win solution to satisfy both sides. Consumers don't want to waste their money, but game companies want money for their hard work.

(A) Team works on game. Game turns out to be crappy, but everyone buys it anyway just to try it. It turns out that they don't like it. Nothing much to do except lend it to a friend or use it as a coaster. Consumers feel like they've been swindled out of money. (Like I said, this could only go on for so long, since people would get a hint and people would stop buying it.) Losers? The people who bought the game; the team got their money.

(B) Team makes a great game, but everyone downloads it instead of buying it. Naturally the team is the loser in this case; they never got the money they deserved for making such a great game.

Consumers want to try things before they buy it. Game designers and company want to be paid for their work. Both desires are legitimate, but while there is always the possibility of a win-win, there is more of a possibility of a loser for one side. Neither desires are truly wrong, but encouraging a try and buy attitude is the best way to go.

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