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Subject: Doom 3!

Posted by [flyingfox](#) on Thu, 12 Aug 2004 00:10:14 GMT

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Official demos are great. 2 official demos came out for 'call of duty', each containing a level, nearly every american weapon, all the scripting from the full version of the level, etcetra. I thought they were awesome and played them over and over and ended up buying the game. The value in them was replay. As you replayed them you could take different approaches, take new weapons from dead soldiers, that sort of thing. When a game can show its-self to be good without giving too much away then it should be a great hit. People appreciate when a company releases a demo for people to get a taste of what they are considering buying. In all honestly I would have bought the game despite the demos but that isn't really the point.

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