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Subject: Doom 3!

Posted by [YSLMuffins](#) on Thu, 12 Aug 2004 20:06:50 GMT

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AprimeConsumers can get their money back by returning the game to the shop too.

Comments on '(A)': That's funny, because Renegade turned out to be crappy but most of us are still enjoying the damn thing and most of us have been playing for over two years now.

I have nothing to say on '(B)', but I have something to say on your conclusion.

That's why demos were invented my friend! Yes, most of them will not show most aspects of the game, personally the Renegade demo was fine, I even thought that some of the bugs were funny, and that's why I own two copies of Renegade today.

And if demos aren't enough, then rent the damn game!

Even if something is crappy I'm always going to enjoy it, why? Because I bought it. All that matters is: I got my preview, I've played the demo and it's my own problem if I got ripped off or not. Why? Because I had a chance to experience the game before.

What place accepts opened software? Most of them no longer accept returns, because people can just copy the games and return it. Same goes for renting a game--pfft, who does that? The wrongful ways a right idea can be used is why we must all suffer.

Neither A and B are possible; they're just two opposite extremes of the same spectrum. My point was that both desires are rooted in legitimate concerns: consumers not wanting to be swindled out of their money, and the gaming industry and all of their workers getting the money they deserve. Furthermore, even though both desires are rooted in rightful intentions, they can get abused--hence, the examples of (A) and (B). It's just a domino effect that mutilates a good thing, and why we all suffer, if you think about it. And a sad thing, too, that shifts the balance here is that there are a lot more people that pirate than game designers who make crappy games, most likely.

There's only one way both sides win--consumer buys a company's game, and likes it. If consumer buys the game and doesn't like it, consumer loses and producer wins (they got their money anyway). If consumer tries the game (pirates) before buying it, and doesn't like it, consumer missed out on wasted money and producer loses.

I don't need to explain that further. It's just unfortunate that there are few options out there, leaving piracy the most common option. Yes, it's stealing, but to criticize it as simply wrong and shouldn't be done PERIOD means that the consumer would ultimately suffer. You've got a fifty-fifty chance of liking or not liking a game when you buy it, and if you continually buy games that you don't like, you'll soon stop. And if that happened, it would be the same consequence to the gaming industry as piracy. What's the incentive of making a better game when you'll still get money no matter what you produce?

If there were more official demos out there, there'd be less piracy, a game would get more

exposure to more people (especially if they're anti-piracy), and if they like it, more people could go out and buy the game. Everyone wins, but call me an optimist.

And I'm not sure about reviews, because my opinion of the game rarely coincides with the reviewer (look at Renegade). But this just opens up another can of worms...:-\

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