
Subject: Re: Price Range For A Gaming Computer
Posted by [Chuck Norris](#) on Fri, 08 May 2009 15:11:12 GMT
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Personally, I wouldn't put over \$1500 into a PC. The price to performance ratio beyond that price point just gets worse and worse. ~\$1000 is the sweet spot, and even \$600-\$800 can get you a nice PC.

It just depends on if you want dual core or quad core, Intel or AMD, ATi or nVidia, or no preference. It also depends on if this is just a PC, or if you'll need an OS, monitor, speakers, keyboard, mouse, and so on. The prices I listed above were for the PC alone.

I'd watch barebone kits. They tend to cheap out on the PSU and sometimes motherboard.

IronWarrior, the parts you listed honestly don't have a good price to performance ratio. Knowing SSnipe, he's not going to want to blow it on the expensive stuff when it performs 5% better than stuff it costs 50% more than (the numbers are an example, but my point is they don't even out).

Crossfire and SLi is a waste.

SSDs are a waste.

I'm not going to trash the Core i7, but I prefer Core 2 for the time being (although for a new PC, since LGA775 is dead, it may be better to get Core i7 now).

Water cooling is probably outside his range and scope.

Yes, this stuff may be "better" than the next closest thing, but the gap is small, while the price gap is often larger. As an enthusiast myself, I'm not trashing such high range stuff, but it's not practical to recommend it to most people. From what I've seen, SSnipe always seems very conscious of budget, and is getting this money on an insurance claim. He's not even sure how much it will be yet. Unless you're willing to put in alot of time, money, and upkeep, buying a high-end PC isn't practical to most people.

I'd say spend no more than \$1,000, and you'd be surprised what even \$600 and \$800 would do.
