grant89uk wrote on Thu, 28 April 2011 06:21GEORGE ZIMMER wrote on Thu, 28 April 2011 00:23Spyder wrote on Wed, 27 April 2011 12:45I own a PS3 too and I do buy games for that. PS3 games are priced at 67 euros here and that's quite a lot. That's the main reason I don't buy PC games, because I'd rather spend it on a PS3 game for which I can unlock trophies, which kind of force me to play until I have them all.

So I do support game companies, but not with games like CoD, Crysis 2, Battlefield etc. Games like those are way too overpriced for what they actually give you in the end in my honest opinion. Ah, I see

So you choose to support a system that companies only prefer (hardly, they seem to prefer the 360, but PS3 is second) because the market for PC isn't as profitable... due to mass pirating. And then you proceed to pirate games for the PC.

Nice.

I wouldnt say they necessarily prefer the 360 as opposed to it makes more sense.

If games were made with what the playstation 3 could handle in mind then games would be much better. But the xbox360 couldnt handle the same which would result in needing to develop separately for both platforms. Whereas if they develop for the 360 then port to the ps3 it probably saves them a shitload of cash and people dont realise what they could be missing out on.

Im not trying to start an argument so xbox360 fanboys please leave it out lol.
I didn't say WHY they prefered the 360, but that's actually mostly why, yes. It wasn't meant to be a point, just sort of stating a fact. However, PS3 is still a developer's second choice.

PC is barely in the developer's mind anymore. Often, PC games have console-to-PC ports... and it's terrible.