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Subject: Doom 3!

Posted by [flyingfox](#) on Wed, 04 Aug 2004 18:01:44 GMT

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I agree. Game warez is like going down to the shops and getting a coffee maker to "evaluate it" with the option of buying. If you don't like it, you still get to keep the coffee maker. How is that fair. It costs the company money to make and distribute the product. The only solid argument for things like file sharing music and games is that the products are over priced and far higher than what they could sell them for while still having a very good profit. But, there's also an argument that file sharing helps the industry.

Check out this project. It's basically saying that when people get to try things out, there's more of a likeliness that they'll buy them; and wouldn't have bought them had they not been allowed to try them out first. What it forgets to mention is the amount of people getting products for free by and large negates the amount of people that "buy things if they like them", although maybe not in production costs.

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