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Subject: Re: Game copies: Physical or Digital?

Posted by [Hypnos](#) on Wed, 23 Mar 2011 22:33:29 GMT

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R315r4z0r wrote on Mon, 21 March 2011 22:49 Personally, I can't stand digital copies. I don't trust them.

Not being able to hold a copy of the game in my hands makes me think that somewhere down the line I will lose access to games I purchase. That's why the only games I bother to download are all play-and-forget types of games.

I've never had any problems with losing or scratching disks... except for when I lent them out to friends. But even then, it's a problem with my friend, not with replacing the copy of the game.

Physical media lets me know that I own the game. I don't have to rely on other people's utilities to use the stuff that I buy. Digital media just seems like a lie. I don't feel like I own what I purchase and it makes me uneasy; I feel like the stuff I buy can disappear in an instant and I'd be out the money I spent on it.

As far as them getting obsolete: I don't think that is a factor. Consoles and the games made for them age at the same rate. If a game becomes obsolete, so is the console that played it. If you want to play that game, you can always just hook up that old console and play it.

And if you want to get political about it, digital media puts people out of jobs by cutting out marketing, packaging and retailing processes.

This kind of sums it up for me, I much prefer having it in my hands than having it on a PC somewhere. I've never purchased a digital copy of a game before, and I'm not inclined to start any time soon.

Steam does look reliable though, but that is the only provider of digital media that I'm familiar with.

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