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Subject: Re: Game copies: Physical or Digital?

Posted by [R315r4z0r](#) on Sat, 26 Mar 2011 00:21:44 GMT

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Starbuzz wrote on Fri, 25 March 2011 14:44 Digital copies are where it's at tbh. The game companies get to make greater profits thru digital copies effectively squeezing out the second-hand market. Also, since everyone has high speed internet nowadays, digital copies will become the norm. This also makes sure pirates are kept at bay thanks to making a variety of more DRM options available. Such "cloud gaming" gives a lot of control to the customer and you feel like you actually own the digital copy of the game even though you can't see it.

Also, the downside with physical games is that it includes a handy manual that can be used by the player without having to reduce the game window and refer to a PDF manual when a quick reference is needed. And even though physical games come well protected in their own nicely-designed and padded boxes, jewel cases, and DVD-style cases, they get lost way too easily and it is VERY difficult and way too much work to keep the CD-ROM's and DVD-ROM's scratch free; this is definitely a negative against physical games.

And I know I mentioned this earlier; one of the best advantages of digital copies is that if you beat the game and don't need it anymore, you can always sell it back on ebay and get at least a bit of the money back. Digital copies are the way to go and I hope they gain popularity in the future.

Man, I can't tell anymore. Are you being serious or are you being sarcastic?

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