
Subject: Re: OT: Nintendo Wii, Latest
Posted by [Aprime](#) on Fri, 15 Sep 2006 19:11:07 GMT
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Plus, you aren't buying this consoles for graphics but for the form of game play this system will procure (and it's fully backwards compatible with the Gamecube).

It's a value system, in all honestly.

(internal storage wasn't removed, you'll be able to 'up' it with SD cards and possibly hard drive (thanks to its USB ports))

Buying a PS3 would be like buying a modded Dodge Neon.

Edit: PS3:

- Different performance from each console as they're accepting Cell processors (due to how complicated this processor is) with three non-working cores out of seven.
 - Some games to cost about 100 bucks due to Blu-Ray (although Ubisoft said they'd sell theirs for 60).
 - HD format hardly anybody wants (this also applies to HD-DVD).
 - a)forcing Blu-Ray down developers'/publishers' throats.
 - Games held responsible for "amazing" sales also available on other systems.
 - Giant enemy crab != innovative game play (see: Sony's E3 Press Conference).
 - Low-end PS3 without HDMI output.
 - DRM makes people angry >:0.
 - It's all about the graphics, while that shouldn't be the case.
 - Only 500,000K units available Worldwide (excluding Europe, because Sony hates Europe).
 - a)4,000,000 Wiis before the end of the year.
 - Online system way too similar to Xbox Live.
- + Interesting home entertainment package for a small cost (Sony isn't making any money with the console first to establish a player base).

Wii:

- Nunchuk controller no longer bundled with 'Wiimote'.
- Nunchuk to cost \$20 (same for the 'old school' game pad).

- 'Wiimote' cost \$40, runs on AA batteries, which is somewhat disappointing.
- Wiipoints system basically a copycat of Xbox Live.
 - a) + free access to the system.
- No DVD playback.
 - a) +/- Everyone's got a DVD player.
- I was expecting \$40 games, personally.
- DRM makes people angry >:0.
- 480p doesn't look good on every TV (although you can change the aspect ratio, most of the time).
- Launch Date (2 days after the PS3 making it even worse).
- + Small form factor.
- + Usual Nintendo hardware quality (as opposed to the flimsiness of say, the Playstation 2 (the PSOne was fine).
 - a) Also Nintendo technical support, which is outstanding.
- + Opens the way to a new kind of game play.
 - a) Original games and good launch lineup.
- + Apple-esque simplicity, this also applies to the interface.
- + Wii Sports included.
- + Cost effective, non-proprietary memory format (SD).
- + Value.
- + Opera browser (free until June 2007, will cost Wii points afterwards).
- + Units available at launch (no Xbox 360 Ebay bullshit).
- + Probably going to expand the overall gaming community due to its simplicity.
- + "Wiimote" storage, to bring your personal settings with you.

That kind of sums it up.

Oblivion:

Where did you read that the only color available was going to be white?
