
Next Gen Rant number 2

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{mos_sb_discuss: 4}Firstly, some fun links I've come across. Wii Have a Problem : A collection of injuries to persons and properties that have resulted from use of the Wii. May or may not be staged on a few of these, but still funny. Wired & Penny Arcade's Guide to Next Gen: A humorous comic that seemed to have been made just to make me feel better about how hard of a time I am having choosing a console this Christmas. Secondly, a rant that attempts to sort out more of my confusion. Ahem.

In my mind wages a console war. In this war, the forces of Wii were planted and long entrenched, having to suffer nothing more than beach-heads set up by the enemy forces. When the PS3's re-enforcements arrived, they were destroyed utterly due to a combination of their own failure to plan and well placed quick assaults from the Wii forces. Now their forces have been obliterated and their beach head lies in smoldering ruins. Over the horizon lies an ominous fleet of potentially powerful forces yet to arrive, but their transit is so slow that they pose no real threat to the Wii's forces anytime soon.

However, on the day the Nintendo Wii launched, the Wii's forces suffered a crippling blow. The re-enforcements they were expecting, in the form of great games and online multiplayer, did not arrive. Their forces taxed from pushing out the PS3, they were unable to hold a sudden strike out from the Xbox360 camp.

The 360 camp had been biding its time quietly. Despite the fact that the Wii possessed the majority of my favor, there was always a respect for the 360 I did not have for the PS3, nor even the original Xbox. They were preparing for this war a year in advance, and while Wii forces were preparing to attack, they did not improve their infrastructure. So when the 360 struck, Wii's lines buckled.

A greater number of great games, better graphics, better third party support, and a more robust online system proved to be a vicious onslaught. With precision and purpose, the 360 has taken territory after territory making it seem like the superior purchase this holiday season.

Now we stand upon the precipice. The Wii forces command only their HQ territory and are gearing up for a last stand. They have three powerful weapons to attempt to counter the coming attack: The Wiimote, Nintendo internal IP, and loyalty.

The Wiimote is like the the Wii forces having a small 40k Titan on their side. It alone sells the system with its promise of unique gameplay for years to come. The promise of Zelda with this controller alone, let alone that it makes sports games fun, is a powerful deterrent against the 360 which only provides the control methods of the previous generation. However, the Wiimote alone is not selling me on the system. I can see through its glimmer and notice a shallow game when I play one. While promising, there still has to be games to back it up, and as of present, all it really has is Zelda and a some mini-game collections.

The promise of Nintendo internal IP is a powerful promise. I know that Mario, Zelda, and Metroid are all outstanding game franchises that really have never failed me, and give me more secure promises about the future. If only I could know if I would see some of these titles closer to early 2007 rather than later.

And then there is loyalty. Allowing Wii's forces to react like Space Marines on a last stand, the fact that I have always bought the Nintendo system first is pausing the advance of the 360. When the 16-bit wars broke out, I wanted a SNES over a Genesis. When the 32 vs 64bit era began, I waited patiently for the N64 and was satisfied. In 128bit era, though I did possess a Dreamcast a year in advance, I came to own a Gamecube long before a PS2 or Xbox. Even though I own a PS2 now, it is as after thought, to play about 12 games I missed over the entire 5-6 year span. I don't even own my own Xbox: borrowing B'harroth's to play the 5 games he owns is all I needed. The loyalty armor has chinks in it though. Firstly that I feel slightly betrayed by the Wii's price point and the lack of real games on the launch list. The second is that I feel more the 360 is like the Dreamcast right now: a solid gaming hardware with solid games that will entertain me into the age where the console I really want (the Wii) will actually have the games and support I long for, if not longer.

And so the stage is set for the final battle. Will the Wii forces hold out and push back the invaders? Will the 360 convince me that a better idea is to wait on the Wii until the things I really want to play come out, and push the Wii out for a time? Or will it ultimately be decided by outside forces, specifically the parents?

Stay tuned to this space for the battle report.

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