

---

Subject: Re: Analyst predicts Wii Fit set to outpace GTA IV in sales.

Posted by [Nukelt15](#) on Thu, 23 Oct 2008 23:02:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I almost invariably play them up until I get to the inevitable annoying-shit "chase the AI-driven vehicle which never crashes, never makes mistakes, and has vastly superior performance- oh, and, by the way, we're not giving you your choice of vehicle as per the spirit of the sandbox genre, so here's the third-shittiest car in the game to go do it with, and we'll have goons ramming you and shooting you the whole time" missions. They're great games, except for missions like those- then the entire experience breaks down, the game becomes a keyboard-smasher, and I go play something else or plug in a cheat to overcome the artificial disadvantages. In a game that features stealing cars as its primary gameplay aspect, any assignment that forces you to use a particular vehicle is a major buzzkill. I haven't played GTAIV, so I don't know whether Rockstar corrected that little shortcoming, but Vice City and San Andreas did it a little too often for my tastes.

All that relates not one fucking bit to the topic, of course. I don't know why people are comparing Wii Fit sales to GTAIV anyway, seeing as how they're completely different games appealing to completely different target audiences. Fitness "game" != sandbox action shooter.

---