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Subject: The DS or PSP

Posted by [tooncy](#) on Tue, 06 Jul 2004 21:00:12 GMT

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Gernader8The thing you guys are over looking is battery life. The Sega Gamegear should had destroyed the Gameboy when it came out. The reason people did not like is because it required 6 AA batteries. Now I know both will run on Lithium batteries, but it is how effeciently the handhelds use this power. Then you have charging time, adapter replacement costs if you always lose stuff, etc.

The PSP may require more power since it has to spin a disk continously and has a more powerful GPU. But the DS may require more because of having to run two screens.

It really all comes down to the battery if you think of it...thats my rant.

Oh yeah GBA pawns all

Another reason the game gear failed was because of it's crappy game line up. Go play "Sonic Labyrinth" and you'll see what I mean. On the other hand, I have a Sega Nomad and I really enjoy it, despite getting two hours of battery life out of 6 batteries in it. (The Nomad was a small handheld unit with the ability to play Sega Genesis games.)

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