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Subject: The DS or PSP

Posted by [z310](#) on Tue, 29 Jun 2004 19:31:38 GMT

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WHat do you think will be better the nintendo's new incoming handheld system or sonys?

(sorry i didnt have time to find decent articals on them)

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Subject: The DS or PSP

Posted by [z310](#) on Tue, 29 Jun 2004 19:37:41 GMT

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[http://www.nintendo.com/e3\\_2004/ds/index.jsp](http://www.nintendo.com/e3_2004/ds/index.jsp)

<http://psp.ign.com/articles/514/514135p1.html>

ANd no i never heard of editing a post :rolleyes:

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Subject: The DS or PSP

Posted by [Sir Kane](#) on Thu, 01 Jul 2004 13:26:55 GMT

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The PSP looks bettar

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Subject: The DS or PSP

Posted by [spree4567](#) on Thu, 01 Jul 2004 13:48:48 GMT

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I'll probably get both, but the DS first.

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Subject: The DS or PSP

Posted by [Majiin Vegeta](#) on Thu, 01 Jul 2004 13:57:40 GMT

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ive not read much about either of them but i would say nintendo.. they are willing to try new things.. while others just bringout the same shit with a new name

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Subject: The DS or PSP

Posted by [Xtrm2Matt](#) on Thu, 01 Jul 2004 15:15:43 GMT

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PSP

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Subject: The DS or PSP

Posted by [z310](#) on Thu, 01 Jul 2004 16:04:46 GMT

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Well ill probaly only be able to affored 1, ill just decide when the time comes....

Im lening towards the ds cuz the screen is touch screen

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Subject: The DS or PSP

Posted by [Jaspah](#) on Thu, 01 Jul 2004 16:44:56 GMT

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DS looks kickass. And, besides, most original PlayStation games sucked. :rolleyes:

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Subject: The DS or PSP

Posted by [Ferhago](#) on Thu, 01 Jul 2004 17:30:13 GMT

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Nuh uh

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Subject: The DS or PSP

Posted by [cheesesoda](#) on Thu, 01 Jul 2004 18:00:49 GMT

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my loyalties lay with sony. I've hated Nintendo games for the longest time.

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Subject: The DS or PSP

Posted by [DaveGMM](#) on Thu, 01 Jul 2004 18:39:40 GMT

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Neither.

GBA pwned them both. The SP is too compact for my tastes, and the backlight problem was never a problem for me.

Oh, and I can't let this go by:

Quote:my loyalties lay with sony. I've hated Nintendo games for the longest time.

---

And when was the last time you played one to see how good they were?

I don't like the playstation as a console, but half the stuff I play is from Sony.

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Subject: The DS or PSP

Posted by [cheesesoda](#) on Thu, 01 Jul 2004 18:57:58 GMT

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It's just my preference. I've played gc and 64, i just havn't liked the console's types of games and feel. If you like the Nintendo consoles and the exclusive games that you can only play on Nintendo consoles, then fine, but my loyalties lay with PS and PS2.

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Subject: The DS or PSP

Posted by [gendres](#) on Thu, 01 Jul 2004 20:55:29 GMT

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DS

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Subject: The DS or PSP

Posted by [xptek\\_disabled](#) on Thu, 01 Jul 2004 21:10:41 GMT

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PSP

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Subject: The DS or PSP

Posted by [z310](#) on Thu, 01 Jul 2004 22:47:12 GMT

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1 think i have about the psp would be when, and i wil, scratch up the screen... I

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Subject: The DS or PSP

Posted by [tooncy](#) on Fri, 02 Jul 2004 23:17:24 GMT

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PSP

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Subject: The DS or PSP

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Posted by [jd422032101](#) on Fri, 02 Jul 2004 23:35:35 GMT

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xptekPSP

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Subject: The DS or PSP

Posted by [Cebt](#) on Fri, 02 Jul 2004 23:48:32 GMT

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DS, i mainly support Nintendo as i like games like zelda and mario...

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Subject: The DS or PSP

Posted by [z310](#) on Fri, 02 Jul 2004 23:53:58 GMT

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I loved mario and zelda

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Subject: The DS or PSP

Posted by [Cebt](#) on Fri, 02 Jul 2004 23:58:16 GMT

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their some great games i still play Ocarina of time, and just started Mario 64 today

---

Subject: The DS or PSP

Posted by [tooncy](#) on Sat, 03 Jul 2004 00:20:09 GMT

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I hope Squaresoft ports Einhander to the PSP .

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Subject: The DS or PSP

Posted by [SuperFlyingEngi](#) on Sat, 03 Jul 2004 02:24:45 GMT

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I'd say the PSP would probably win because Nintendo tries to get you to buy so much add-on stuff for all of their systems [IE: Announcing the Game Boy SP right after everyone bought up the original Game Boy Advances.] but they both look too damn expensive. All these companies are trying to come out with the newest, most cutting edge console, wwhile hoping that everyone will cough up \$300 dollars for it. I personally don't have that kind of money. [Crosses fingers and hopes his Mega ball ticket wins him 300 million during the drawing in the next hour] I mean, I really have to think about dropping 200 for a new video card to upgrade my Dell 4300. I don't want to pay 300 bucks for a system that will get replaced in a year or so by the "next big thing." I

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seriously doubt that I will buy either. [Come on, lottery ticket...]

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Subject: The DS or PSP

Posted by [DarkDemin](#) on Sat, 03 Jul 2004 02:51:12 GMT

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I'll buy them both I will ask for the psp(March 2005) for my birthday and the DS(?) for Christmas but I will most likely end up paying for part of them.

Here are all the specs for the psp [http://www.gamespot.com/all/news/news\\_6072659.html](http://www.gamespot.com/all/news/news_6072659.html)

you may notice the fact it has 802.11b but when it comes out it probably have g.

o and the psp has about 5x better graphics than the DS because it doesn't have to take up space with 2 screens.

<http://www.ferrago.com/image/3562/4>

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Subject: The DS or PSP

Posted by [icedog90](#) on Sat, 03 Jul 2004 05:57:23 GMT

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DarkDemino and the psp has about 5x better graphics than the DS because it doesn't have to take up space with 2 screens.

Having dual screens doesn't de-grade the graphics, you idiot.

The PSP has a nice screen, but I think I'll go with the DS. I watched a preview video for the Nintendo DS and I'm convinced.

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Subject: The DS or PSP

Posted by [Gernader8](#) on Sun, 04 Jul 2004 20:42:49 GMT

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The 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 continusely 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

---

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Subject: The DS or PSP

Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 21:32:05 GMT

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Good point, I bet the Nintendo system will suck more juice out of its batteries because of the two screens - unless they come out with something really snazzy, LCD screens inhale a lot of power, last time I checked.

I just hope Nintendo doesn't come out with some half-assed part like the Gamecube's memory card. To save a career on some baseball cards, you had to swap out like 5 MEMORY CARDS to store all of the information, because the memory cards have 4 megabits of storage space. 4 megabits is nothing. Other than that, I thought the Gamecube was awesome, particularly the controller.

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Subject: The DS or PSP

Posted by [Gernader8](#) on Sun, 04 Jul 2004 22:34:48 GMT

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LCD screens are actually fairly effecient, they don't 'suck' power. Cathode tube tv/moniter/displays use the same amount of electricity as a small refrigorator.

I heard the DS will be cartridge based, or will have internal memory. I think the PSP has around 3 megs (?) of internal memory or is planned to have.

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Subject: The DS or PSP

Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 22:39:41 GMT

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Well, I must be mistaken. I bet the Nintendo system will be better except for thwe accessories, which will be fairly necessary and yet very costly.

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Subject: The DS or PSP

Posted by [DanSolo](#) on Mon, 05 Jul 2004 08:46:33 GMT

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Ive been following this debate for some time on other forums and i have no doubt that the DS will succeed over the PSP.

Technically the PSP is the superior console, but the battery will only last 2-4 hours when gaming and about 2 hours when playing a movie, whereas the DS offers a full 10 hours of gaming.

---

The DS has built in wireless gaming/chat on a local scale aswell as the ability to connect to a WI-Fi hot spot to play against people from other continents. The bottom screen is touchscreen and both are backlit.

The DS will sure a modified SD-card (or some type of flash mem) which is good, because it cuts down on the amount of moving parts, and thus saves power. Plus think of it your standing on the train, some asshole bumps into you, you drop your DS, it hits the floor and dents/scratches the case, you drop the PSP and the screen can get scratched/smashed, the motor in the cdrom drive. Besides any new appliance that uses sony memory sticks for storage also is gonna suck.

So, if you hadnt guessed my money is on the DS, it will be innovative, clever and groundbreaking. The PSP on the otherhand will look great, but it will be an uninspired "port" whore, its gonna cost the same as a small african country and shit guys how many more GTA games can u take or another EA Sports annual ripoff title?

---

Subject: The DS or PSP

Posted by [Gernader8](#) on Mon, 05 Jul 2004 23:26:17 GMT

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You are a wise man DanSolo, a wise man you be.

---

Subject: The DS or PSP

Posted by [z310](#) on Tue, 06 Jul 2004 03:58:02 GMT

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I agree

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Subject: The DS or PSP

Posted by [RadioactiveKangaroo](#) on Tue, 06 Jul 2004 04:42:43 GMT

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PSP

wonder if some Final Fantasy games will be on there....

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Subject: The DS or PSP

Posted by [DanSolo](#) on Tue, 06 Jul 2004 07:52:15 GMT

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Gernader8You are a wise man DanSolo, a wise man you be.

:thumbsup:

---

Subject: The DS or PSP

Posted by [Nemesis](#) on Tue, 06 Jul 2004 08:40:04 GMT

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PSP should be around \$370, don't know about DS.

Can't choose now, wait to see wich one has wich games...

---

Subject: The DS or PSP

Posted by [DanSolo](#) on Tue, 06 Jul 2004 13:45:43 GMT

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I think the DS will be priced £100-200 (\$160-£260) at launch, i would lean towards less than £150 (£210), because the gamecube is so cheap, and convincing people (nintendo heads) that it is worth paying a serious amount of money for what is basically a mobile N64.

Heres some links to keep ya busy

Metroid Prime:Hunters

<http://www.cube-europe.com/movies/metroidds.wmv>

Wario Ware

[http://www.cube-europe.com/movies/wariowareDS\\_.wmv](http://www.cube-europe.com/movies/wariowareDS_.wmv)

Pico Chat

[http://www.cube-europe.com/movies/pictochatDS\\_.wmv](http://www.cube-europe.com/movies/pictochatDS_.wmv)

And here is a relatively good article about the DS:

<http://www.cube-europe.com/special.php?sid=dsguide>

Il spam some more info later if people want it

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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 continuously 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...that's my rant.

Oh yeah GBA pawns all

Another reason the game gear failed was because of its 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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Subject: The DS or PSP

Posted by [Gernader8](#) on Wed, 07 Jul 2004 03:48:30 GMT

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The Nomad kicked ass if you had the wall adapter for it. My cousin had one and he would let me use it whenever he was using the Genesis.

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Subject: The DS or PSP

Posted by [DanSolo](#) on Wed, 07 Jul 2004 15:13:36 GMT

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yeah the nomad owned, unfortunately they never released it in the UK. it not all bad as when i was over in the states about 8 years ago i picked up the portable version of the turbo graphix 16, the name of it escapes me at the moment, but it was the mac daddy. i had about 20 games for it until some fucktard burglar stole it from my house.....bastard.

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Subject: The DS or PSP

Posted by [tooncy](#) on Wed, 07 Jul 2004 22:38:21 GMT

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Gernader8The Nomad kicked ass if you had the wall adapter for it. My cousin had one and he would let me use it whenever he was using the Genesis.

Yeah, I have one but my AC port is loose. I need to buy one of those rechargeable battery packs with the AC port on them.

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Subject: The DS or PSP

Posted by [Vitaminous](#) on Sun, 11 Jul 2004 06:36:18 GMT

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Personally, I've been waiting for a portable 3D console from Nintendo for years, it's good to know that they're finally going to manufacture one.

For battery life and durability, I suppose the DS will be better, but the whole dual screen makes it look strange and somehow big.

The PSP will be using the new universal cartridge standard, one gigabyte of data per game, I haven't heard much about the DS yet.

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Subject: The DS or PSP

Posted by [DanSolo](#) on Mon, 12 Jul 2004 16:10:55 GMT

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The DS will be using modified SD cards with capacities over 1000mbit. Besides who really needs to have a gigabyte of data for a handheld. The umd is basically a DVD which needs to be rotated=raped batteries.

Also the nice big flat screen of the PSP looks like its gonna catch reflections and glare nicely.

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Subject: The DS or PSP

Posted by [z310](#) on Mon, 12 Jul 2004 22:47:53 GMT

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Hey nemisis, hey jolly

I think it DS would be no more than two hundred (dont know that as a fact though lol)

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Subject: The DS or PSP

Posted by [Vitaminous](#) on Fri, 16 Jul 2004 07:19:02 GMT

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DanSoloThe DS will be using modified SD cards with capacities over 1000mbit. Besides who really needs to have a gigabyte of data for a handheld. The umd is basically a DVD which needs to be rotated=raped batteries.

Also the nice big flat screen of the PSP looks like its gonna catch reflections and glare nicely.

Oh, and guess what? It's the same thing for the PSP, they be using the new universal standard for data chips/cards, I don't exactly remember it's name, but anyway, the fact is that it will also hold 1000mb of memory, which is 1 gigabyte. The more I think about it, the more I think they're using the UMD too.

I think that you're just mad because Nintendo's using your initials without your special written authorization. (Yeah, I know it stands for Dual-Screen...)

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Subject: The DS or PSP

Posted by [mahkra](#) on Fri, 16 Jul 2004 14:00:35 GMT

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Aprimelt's the same thing for the PSP, they be using the new universal standard for data chips/cards,

I'm not sure what makes it a "universal standard..." It's just a disc format invented by Sony that can hold 1.8GB of data. They named it the "universal media disc" though, which I think is a pretty bullshit name. I mean, you can put any kind of media on any kind of recording device. So what the hell? But anyway....

Sony's UMDs can hold 1.8 GB, and the Nintendo DS cartridges supposedly hold 1000 Mbit. The DS has a second cartridge slot for GBA games, though, so in theory a game (or movie or whatever) could have its engine & save slots on the GBA cartridge and use multiple DS cartridges for data. Then you could switch out the DS cartridges in the middle of the game/movie/whatever. In this way, the DS could have games of practically any size.

(I haven't actually heard anything about people planning to do this, but I think it would be pretty cool to do. I also think it would be cool to make some fancy new hardware that would fit in the GBA slot and be used by high-end DS games, kinda like the N64 had.)

\*IF\* Nintendo & game developers take full advantage of the GBA slot, I think the DS has the potential to be a MUCH more powerful & versatile handheld than the PSP. And more power (plus the larger screen) is pretty much the only thing that the PSP has going for it. (Even without any cool stuff like I mentioned above, though, I personally think the DS will be a lot nicer than the PSP.)

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