
Subject: OT: Nintendo Wii, Latest

Posted by [Oblivion165](#) on Fri, 15 Sep 2006 17:19:51 GMT

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Im sure some of you have been watching various sites on for the September 14th information released by nintendo. Others may of had no idea of the date, but what are your thoughts on the final specs and details?

USA Release Date: November 19th, \$249.99

Also Nintendo's Wii.com: <http://www.wii.com> another must see!

(Visit: <http://wii.nintendo.com> for most information. It has been updated to reflect the new information.)

Over View:

1. The new Mii addition - (Stole my name! That's what I called the more selfish version of the wii.) Create a character for yourself or a whole village. These characters can be used as playable characters in Wii Sports.

They are also transferable to your controller, so you can play as your self, or your favorite character on any wii console.

2. Lack of information on internal memory - I noticed that nothing is mentioned about the internal 512mb flash memory that was listed before. Its no longer in the specs sheet, and seems to be replaced with SD cards.

3. Wii sports - Although im not the athletic type, Wii sports is bundled free with the Wii. They also released two more games included in sports: Bowling and Boxing. Bowling is a must see, this should be very fun to play. Boxing, you use the controller as 1 glove and the nun chuck as the other. Im not 100% sure, but i saw billiards being played and this may also be in Wii sports.

4. Controller with nun chuck, \$60!!. Understandable, but getting 4 of these things is going to cost you.

5. Channels, Im not a fan but it will do. It reminds me of AOL, not good.

6. The most painful to me, one color...White.

Movies:

Must See, Reggie releasing all the latest info (40mins, 217.34 MB):

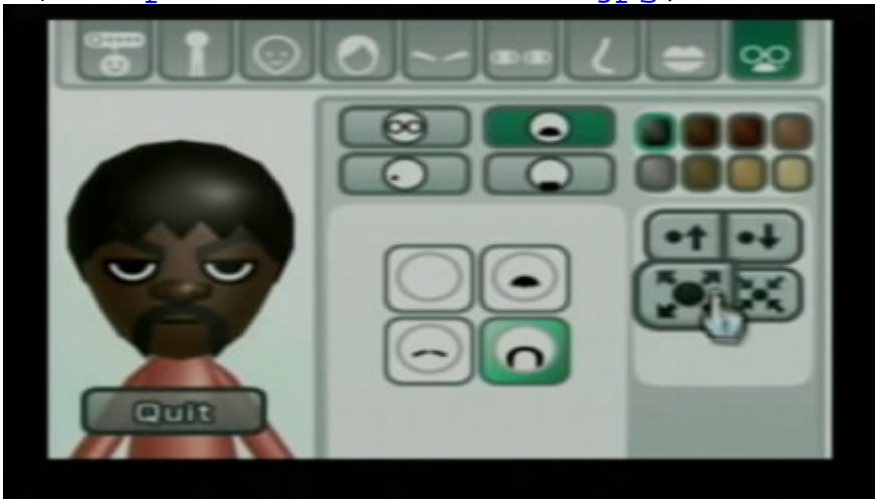
<http://www.oblivioninteractive.com/files/Reggie%20Information.wmv>

Latest In-game stuff, doesnt go over most of the games we already saw 50 times. (le: Excite Truck) This shows billards, bowling and some dbz thing. (19 mins, 107.29 MB)

<http://www.oblivioninteractive.com/files/Wii%20-%20Ingame.wmv>

File Attachments

1) [snapshot20060915131206.jpg](#), downloaded 564 times



2) [amazon_box.jpg](#), downloaded 550 times



3) [snapshot20060915132559.jpg](#), downloaded 552 times



Subject: Re: OT: Nintendo Wii, Latest
Posted by [Zion](#) on Fri, 15 Sep 2006 17:22:49 GMT
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I always thought this was the Nintendo Revolution? Am i mistaken?
Anyway, good news, might take a look into this after all.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Oblivion165](#) on Fri, 15 Sep 2006 17:25:03 GMT
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The code name revolution was changed some months ago, but yeah, watch some gameplay footage. It gets very interesting.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [LR01](#) on Fri, 15 Sep 2006 17:51:58 GMT
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I live Europa, so it will be later here, and they used a codename for the gamecube to, "dolphin"
(how expensive will the PS3 be?)

Subject: Re: OT: Nintendo Wii, Latest
Posted by [cmatt42](#) on Fri, 15 Sep 2006 18:16:35 GMT
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The PlayStation 3 will cost 599 US dollars. But this thread isn't about the PS3 nor the GCN. It's about the Wii.

I was expecting the console to be a bit cheaper than that. It doesn't quite matter; I still am considering getting one.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Aircraftkiller](#) on Fri, 15 Sep 2006 19:02:06 GMT
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I wouldn't touch it. The graphics for that black guy look pathetic... is this some sort of joke? It's almost SNES quality lol

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Jaspah](#) on Fri, 15 Sep 2006 19:05:31 GMT
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Aircraftkiller wrote on Fri, 15 September 2006 15:02 I wouldn't touch it. The graphics for that black guy look pathetic... is this some sort of joke? It's almost SNES quality lol

Look sir, obviously you have not seen any other games for the Wii.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [jnz](#) on Fri, 15 Sep 2006 19:05:49 GMT
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Aircraftkiller wrote on Fri, 15 September 2006 20:02 I wouldn't touch it. The graphics for that black guy look pathetic... is this some sort of joke? It's almost SNES quality lol

i agree, but does the grafix get better?

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 honesty.

(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?

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Oblivion165](#) on Fri, 15 Sep 2006 21:41:36 GMT
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Comrade wrote on Fri, 15 September 2006 15:11Oblivion:
Where did you read that the only color available was going to be white?

Reggie (Now president of Nintendo America) himself, I watched the footage from the Sept 14th presentation.

Quote:

"One Price, One Configuration, One Color"

Im sure there will be more colors later, just like with every Nintendo system. However he didn't bring that up.

As for in game screenshots of video, just goto the Nintendo wii homepage and in the software section you can see exactly what it will look like. Screen shots, or live footage.

help-linux wrote on Fri, 15 September 2006 15:05 Aircraftkiller wrote on Fri, 15 September 2006 20:02 I wouldn't touch it. The graphics for that black guy look pathetic... is this some sort of joke? It's almost SNES quality lol

i agree, but does the grafix get better?

Yes the Mii avatars are low quality, but they are customizable in ways Ive never seen before.

Also it wasn't said, but I believe these Mii's will interact with the DS, so it will have to stay in the n64 capabilities.

EDIT: yeah lets not turn this thread into a Wii/PS3/360 comparison.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [icedog90](#) on Fri, 15 Sep 2006 23:54:54 GMT
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I'm really looking forward to the Wii. I've been waiting for this date to read all of this new information, but I was gone all day yesterday. I still have yet to read everything on this one Wii news site, so I'm going to do that now.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Oblivion165](#) on Sat, 16 Sep 2006 00:43:31 GMT
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I added the video of reggie and the ingame stuff to my start post.

This is the presentation that any and all site are writing about, might as well see it yourself.

Subject: Re: OT: Nintendo Wii, Latest

Posted by [Aprime](#) on Sat, 16 Sep 2006 00:48:08 GMT

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Oblivion165 wrote on Fri, 15 September 2006 17:41

Yes the Mii avatars are low quality, but they are customizable in ways Ive never seen before.

See: Sims 2, The Movies.

Subject: Re: OT: Nintendo Wii, Latest

Posted by [Oblivion165](#) on Sat, 16 Sep 2006 00:58:08 GMT

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Comrade wrote on Fri, 15 September 2006 20:48Oblivion165 wrote on Fri, 15 September 2006 17:41

Yes the Mii avatars are low quality, but they are customizable in ways Ive never seen before.

See: Sims 2, The Movies.

Nah, im good. I may not have an exciting life and i think watching fictional character live better than i do would push me to place i don't want to be in.

That or the pointlessness.

Subject: Re: OT: Nintendo Wii, Latest

Posted by [Aprime](#) on Sat, 16 Sep 2006 01:23:29 GMT

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I'm not asking you to buy/rent/download them, I'm asking you to check their customization features, which I believe can be done by looking at simple screenshots and clips on Youtube.

File Attachments

1) [untitled21.JPG](#), downloaded 398 times



Subject: Re: OT: Nintendo Wii, Latest
Posted by [Renx](#) on Sat, 16 Sep 2006 04:20:13 GMT
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Aircraftkiller wrote on Fri, 15 September 2006 16:02I wouldn't touch it. The graphics for that black guy look pathetic... is this some sort of joke? It's almost SNES quality lol

That's just for an avatar.

The Wii isn't aiming to out match any other console in graphics anyway

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Oblivion165](#) on Sat, 16 Sep 2006 22:32:04 GMT
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See alot of the infromation at <http://www.wii.com> i didnt even know nintendo had this site. Great videos.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [icedog90](#) on Sun, 17 Sep 2006 01:06:17 GMT
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Just so you know, the comma in the URL has been included in the link and causes the link to not work.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Zion](#) on Sun, 17 Sep 2006 01:14:33 GMT
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Edit it then, fix it all up. Part of your job.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [DarkDemin](#) on Sun, 17 Sep 2006 04:34:33 GMT
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Comrade wrote on Fri, 15 September 2006 15:11

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

What the fuck is that supposed to mean.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Aprime](#) on Sun, 17 Sep 2006 04:38:40 GMT
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You should know.

Quote:Early Neons had a number of reliability problems, the most famous being head gasket failures. By November 1998, the head gasket had been replaced with a new MLS (Multi Layer Steel) design which proved to be much more reliable and was standard in most 1999 models and was also retrofitted to earlier models. Many early Neons suffered from poor paint finish quality, where the paint became brittle and peeled off in sheets, partly because of teething problems with a new environmentally-friendly "dry painting" process. Either way, by the end of the first generation, most problems had been sorted out and the Neon proved to be a reliable car. Unfortunately, the Neon's early reputation for poor reliability persists even today, possibly because Chrysler failed to adequately publicize its improvements or proactively reach out to customers who had experienced failures.

Neons also suffered from some interesting design choices, including the impossibility of gaining power windows in the rear doors, and a climate control system which had drivers move the fan knob in one direction for air conditioning and the other for vent. The latter caused less conscious drivers to drive consistently with the air conditioner on, which greatly hurt power and gas mileage, since the unit was quite powerful. Also, the car automatically turned on the air conditioning whenever the defroster was used, regardless of which side the fan control was set on. Owners often would disable the contact on the selector knob allowing them to use the defroster without air conditioning. The air conditioning evaporator proved to be prone to failure after warranties expired (a problem addressed in later years), which is an expensive repairing since it is relatively inaccessible.

Certain color Neons, such as red and black, had bumper covers molded in color rather than painted. These covers would not shine like paint, but they absorbed scuffs and scrapes with less notice. The mid-level Highline models were well known for their unique "bubble" hubcap design.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Oblivion165](#) on Sun, 17 Sep 2006 12:42:38 GMT
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icedog90 wrote on Sat, 16 September 2006 21:06 Just so you know, the comma in the URL has been included in the link and causes the link to not work.

Ty and fixed.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Scythar](#) on Sun, 17 Sep 2006 13:24:14 GMT
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Hmh, I was originally going to get it, but I'm not too sure anymore. I don't mind if it lacks in graphics when compared to other systems, but the games aren't really aimed for hardcore gamers in my opinion. Most seem like they're meant for some 1-hour gaming sessions every couple days, and without the intriguing controller, they actually look very ordinary games I've already played years ago on the PC. It all depends how long the wiimote can keep the game's replayability high of course, but still...I think I'll end up upgrading my PC next christmas. I can buy a Core 2 Duo and a high-end graphics card for the price of console and the console games.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Oblivion165](#) on Sun, 17 Sep 2006 20:37:59 GMT
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I used to be a "hard core" gamer. I had to have all the games, all the systems and I now have a mountain of stuff i will likely never use again. As ive gotten older games just seem to fade, nothing reaches me as much as Goldeneye or Perfect Dark. Im looking for something i wouldnt regret buying, something I would actually use.

Im going to subscribe to Gamefly, and rent everything now. That should cut down on all that wasted money. They already have a Wii section, but ill likely have alot of problems getting the hits right out of the bag.

Also my family never plays video games and i intend to get my entire family into this, a family game night if you will.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Oblivion165](#) on Tue, 10 Oct 2006 21:29:54 GMT
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Gamestop and Eb-games will be taking wii pre-orders (in stores only) on October 13th!.

Since no one here lives in my area, I figured I would share it with you.

A call to my local store confirmed the information from <http://www.thewiire.com>

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Doitle](#) on Wed, 11 Oct 2006 03:23:13 GMT
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I will be getting a Wii. I have a 7900GT SLI Computer, I want a console with awesome gameplay. That isn't to say the other consoles don't have revolutionary games. Saints Row and Dead Rising

are pretty damn fun on the Xbox 360. My roommate has the box. I just can't afford to pay that much for graphics and gameplay when I can just buy gameplay.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [warranto](#) on Wed, 11 Oct 2006 15:26:36 GMT
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I'll see what the game selection is like before I make a choice as to what system to get.

Christmas of 2007, perhaps. That'll give them a year to get a decent selection out, and I can see where each system is going. And, of course, get the flawed systems worked out of circulation first.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [icedog90](#) on Fri, 13 Oct 2006 05:42:26 GMT
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Smash Brothers Brawl should be plenty enough to make you buy a Wii.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Renerage](#) on Fri, 13 Oct 2006 06:49:59 GMT
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icedog90 wrote on Fri, 13 October 2006 01:42Smash Brothers Brawl should be plenty enough to make you buy a Wii.

Sorry, but for me, it takes more then one game to buy a system.

Thats why, for the longest time i wouldnt buy an XBOX, Until KOTOR and a few other games came out, then yea.

So if Wii comes out with like 4 games that will be amazing, sure. Ill buy it.
Its cheap enough.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [havoc9826](#) on Fri, 13 Oct 2006 07:30:16 GMT
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Couple more games that might sway your mind:

- Metroid Prime 3: Corruption
 - The Legend of Zelda: Twilight Princess
-
-

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Renegade](#) on Fri, 13 Oct 2006 07:44:22 GMT
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havoc9826 wrote on Fri, 13 October 2006 03:30 Couple more games that might sway your mind:
- Metroid Prime 3: Corruption
- The Legend of Zelda: Twilight Princess
Oh how ive LONGED for a good Zelda game since Orcarina.
I hope this one is the same style of gameplay.
No other Zelda has come close to that one, cept maybe Majora's Mask....that one kinda stunk though.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Oblivion165](#) on Fri, 13 Oct 2006 17:53:00 GMT
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Wootage!

Our store had nine consoles, i was 4th, about 50 people went home with nothin:

Subject: Re: OT: Nintendo Wii, Latest
Posted by [icedog90](#) on Fri, 13 Oct 2006 17:59:06 GMT
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Lucky...

I'll probably ask for the Wii for Christmas. but I don't know if I'd get it or not, since I have my own PC in my room. My parents would be confused about my desire for a console... Maybe if I show them the Wii videos they'd change their mindset. it is a great family console too.

Subject: Re: OT: Nintendo Wii, Latest
Posted by [Oblivion165](#) on Sat, 14 Oct 2006 23:47:16 GMT
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Last bump i swear

If your interested check out <http://www.WiiParty.net> this might actually get popular.
