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Subject: Confirmed: Wii's online will suck.  
Posted by [Canadacdn](#) on Sat, 24 Mar 2007 19:52:50 GMT  
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<http://gonintendo.com/?p=14962>

Quote:I can confirm that the Friend Code system in the Wi-Fi Connection (WFC) service for Wii will be the same as it was for the Nintendo DS, meaning game-specific Friend Codes and a separate Friend Roster are used in each game where players can play with identified friends. As with Nintendo DS, the system was created to ensure the gaming environment is kept fun for everyone.

We have heard from various others like you letting us know how they felt regarding Nintendo's implementation of Friend Codes in the Wi-Fi Connection service for Wii. I want you to know that we appreciate your passion and concern. Let me assure you that your concerns have been heard and will be forwarded along. As always, keep an eye on our website ([www.nintendo.com](http://www.nintendo.com)) for the latest developments in Wi-Fi gaming as they are made available.

Nintendo of America Inc.  
R.M. Rickets

What's Nintendo going to do next to ensure my fun? Jam a ballpoint pen in my dickhole?

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Viking](#) on Sat, 24 Mar 2007 20:17:59 GMT  
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Ok I am officially never getting a Wii.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Renx](#) on Sat, 24 Mar 2007 21:43:55 GMT  
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I don't see the problem unless you have no friends. Nintendo games aren't really the kind of games that would be fun to play against random strangers anyway.

Not like I'd ever buy a console for the online aspect anyway.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Oblivion165](#) on Sat, 24 Mar 2007 23:50:11 GMT  
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I am probably the most involved person with the wii here and in my opinion this blows ass.

Nintendo really let me down with the DS and despite my multiple wifi games I have never play a single match with a friend because of this terrible system. It would be one thing if it was by user name, thats easy. Just add Oblivion165 to just about any service and its me.

It wouldn't bother me to add people by name for each game but these numbers are just terrible. I could tell anyone my handle in passing and they could remember it when they got back to their console at home but with these numbers I wouldn't wast paper and ink to write them down once let alone over and over for other people.

Simply make a messenger like interface, it could even be a channel called: "Gamespy" or a more generic nintendo channel like "Everybody plays games" (Sorry but i hate the voting channel)

From there you have a list of friends and next to their name is the game they have in the drive. Want to play? Sure! let me put in my Perfect Dark: Absolute Zero and the gamespy channel updates my known game and bingo, 2 vs 2 or create a game room for more players.

Safety? Security? Sure! Just enable the already existing parental controls to load a the channel in a safer enviroment of codes and terrible interfaces to make sure all the kids in the world dont want to play online wii games ever again.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Canadacdn](#) on Sun, 25 Mar 2007 01:13:34 GMT  
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Exactly. It seems like Nintendo is going out of their way to make their online a pain in the ass to play.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [icedog90](#) on Sun, 25 Mar 2007 01:52:31 GMT  
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The first thing Nintendo will screw over for the Wii.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Viking](#) on Sun, 25 Mar 2007 06:33:29 GMT  
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1- It is impossible to find one, don't tell me they cant keep up with demand! XBOX360 had plenty after this long.

2- Friend codes are gay like lag.

3- The DS online sucks balls, I have some WiFi games and only played them a few times because it suck so much and it takes about 20 minutes and 3 reconnects before it finds someone. If you are lucky.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [jonwil](#) on Sun, 25 Mar 2007 06:39:44 GMT  
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I am sure you wouldn't say that friend codes are crap if you were a parent of a kid who is playing with (and chatting to) other people online via Wii online.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Viking](#) on Sun, 25 Mar 2007 07:10:03 GMT  
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If I ever had a kid (god lets hope I never do) I would not raise him up and treat him like a stupid baby, I would show him how the world sucks so he knows how to handle people like that.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [iOnclOud9](#) on Mon, 26 Mar 2007 03:32:31 GMT  
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The demand for Wii went up after launch... It might have been easier to get one at launch (I got one without preordering the night it came out) than it is now.

I have had no problems with the online stuff they have so far. I guess we will see how it turns out.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Canadacdn](#) on Mon, 26 Mar 2007 03:35:38 GMT  
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jonwil wrote on Sun, 25 March 2007 00:39 I am sure you wouldn't say that friend codes are crap if you were a parent of a kid who is playing with (and chatting to) other people online via Wii online.

That's why the Wii has parental control options built-in.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Viking](#) on Mon, 26 Mar 2007 03:40:39 GMT  
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If people would teach their kid what a pedophile was than they would not have to worry.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [cheesesoda](#) on Mon, 26 Mar 2007 03:45:54 GMT  
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jonwil wrote on Sun, 25 March 2007 02:39I am sure you wouldn't say that friend codes are crap if you were a parent of a kid who is playing with (and chatting to) other people online via Wii online. Want to know a little secret that parents today seem to not know? It's their job to watch over their kids. \*gasp\* Parenting involves... EFFORT? OMG!!

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Renx](#) on Mon, 26 Mar 2007 03:46:17 GMT  
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I have no doubt that I will have fun with the online play for Wii regardless of how they implement it. I would much prefer to play against the people sitting next to me than someone 100s of kilometers away, so online play will likely come second to regular multplay anyway.

The only reason I bought a Wii, exlcuding for Zelda, was for the multplayer aspect anyway. It took me about 40h to beat Zelda, and there is without a doubt at least 10x as much time logged on Wii Sports/Play.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [jonwil](#) on Mon, 26 Mar 2007 04:21:44 GMT  
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What I want to know is why they need per-game friend codes. Why would having system wide friend codes be more dangerous?

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Goztow](#) on Mon, 26 Mar 2007 07:51:12 GMT  
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Viking wrote on Mon, 26 March 2007 05:40If people would teach their kid what a pedophile was than they would not have to worry.  
Each time i reveal one of your messages, your stupidity is confirmed once again.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Doitle](#) on Mon, 26 Mar 2007 08:03:57 GMT  
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That doesn't really strike me as stupid Goztow. I should hope the kids are taught what a Pedophile is...

Me and SK seem to have messaged each other and sent Mii's just fine with the friend code system and my little sister Animal Crossings with all her friends through the friend code system. Seems to work to me.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Goztow](#) on Mon, 26 Mar 2007 08:19:28 GMT  
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It's not because my kid knows what a pedophile is, that it is safe against pedophiles. That's like saying because you teach your kid not to talk to strangers, means he's safe against kidnapers.

In Belgium we had a pedophile caught in 1996, he had kidnapped, abused and killed several children from 10-14 year. I'm convinced they all knew what a pedophile was, but that didn't prevent anything...

It's naive to think that information can keep these people from taking their pervert actions.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Chronojam](#) on Mon, 26 Mar 2007 08:27:27 GMT  
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On the March 23, 2007, 3000 fans and journalists were expected at the promotional launch of the console in Paris, at midnight, organized by Sony near the Eiffel Tower. Of the 3000 people expected, only 50 attended the event. The rest were staying home playing various Wii games with their friends.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Deathgod](#) on Mon, 26 Mar 2007 09:24:33 GMT  
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Chronojam wrote on Mon, 26 March 2007 03:27 On the March 23, 2007, 3000 fans and journalists were expected at the promotional launch of the console in Paris, at midnight, organized by Sony near the Eiffel Tower. Of the 3000 people expected, only 50 attended the event. The rest were staying home playing various Wii games with their friends.

If that is a surprise to anyone, I'd like to know what rock they were living under for the past 6 months.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Renegerage](#) on Mon, 26 Mar 2007 09:25:13 GMT  
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Chronojam wrote on Mon, 26 March 2007 03:27 On the March 23, 2007, 3000 fans and journalists were expected at the promotional launch of the console in Paris, at midnight, organized by Sony near the Eiffel Tower. Of the 3000 people expected, only 50 attended the event. The rest were staying home playing various Wii games with their friends.

Your fuckin kidding...who woulda thought [/sarcasm]

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Goztow](#) on Mon, 26 Mar 2007 11:06:02 GMT  
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Then again, Nintendo has always been the top of the bill in consoles, starting with the great NES and gameboy. Sooner or later they had to catch up with Sony again.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Doitle](#) on Mon, 26 Mar 2007 14:10:17 GMT  
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Goztow wrote on Mon, 26 March 2007 03:19 It's not because my kid knows what a pedophile is, that it is safe against pedophiles. That's like saying because you teach your kid not to talk to strangers, means he's safe against kidnappers.

In Belgium we had a pedophile caught in 1996, he had kidnapped, abused and killed several children from 10-14 year. I'm convinced they all knew what a pedophile was, but that didn't prevent anything...

It's naive to think that information can keep these people from taking their pervert actions.

Think about all the times where that DID make a difference. Maybe instead of the amount of cases that occur already why don't we double that. That'd be great right Goztow. Don't tell kids not to walk in the street because it won't make a difference. The car is going to kill them even if they know they shouldn't be in the street. Just don't tell anyone anything. Even if you tell them it could still happen.

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Subject: Re: Confirmed: Wii's online will suck.  
Posted by [Goztow](#) on Mon, 26 Mar 2007 15:49:18 GMT  
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Doitle, let's go back to bases. Idjit states: "  
If people would teach their kid what a pedophile was than they would not have to worry."

he states it as if it's ALWAYS true. That's the stupidity of his post. Not the fact that you should indeed explain your children about it.

That's all I tried to state. OFCOURSE you should explain your children the dangers in this world (starting with the Internet for exemple) but it is naive to think this will solve all crime.

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