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Subject: Re: Smash Bros. Brawl

Posted by [R315r4z0r](#) on Wed, 12 Mar 2008 19:48:20 GMT

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Aircraftkiller wrote on Wed, 12 March 2008 14:56... would be outsold by the lower quality console with little in the way of features or true innovation.

I'm sorry... but what would you consider "true innovation?"

The PS3?! All it is is a PS2 with better graphics, wireless controller and a bluray player...

in·no·va·tion

–noun

1. something new or different introduced: numerous innovations in the high-school curriculum.

Seriously, if you don't consider Wii to have the best innovation of all the consoles, you need to check your definition on innovation.

As for quality... I think Wii also shines there too. Depending on what you mean by quality, however. If you mean physical quality, than the Wii wins in that area. That thing is basically indestructible! If you dropped a PS3 or a 360 on a hard surface from a reasonable hight, I would be surprised if it didn't receive a dent or if one feature or component stopped working. However it probably wouldn't even leave a mark on the Wii. Ever watch those "Smash my <insert console name>" videos?

If you're talking about software quality, it really depends on who you are talking about. The Wii's OS or games? Games from Nintendo somehow manage to take Wii's low processing power to make games that look like they shouldn't be able to run on the Wii (Mario Galaxy, SSBB, ect). As for the interface and OS, it isn't the greatest, but I feel it falls on par with both the 360 and PS3. (360 winning in options, PS3 winning in visuals, Wii winning in ease of use and innovativeness.)

Finally if you are talking about quality in hard ware, than I wont deny that it lacks in graphics and processing power... but seriously, because of this reason games (good games) are forced to maximize their potential on the console. (If they don't optimize all of the Wii's capabilities, than the game will probably fail..)

Also, there is backwards compatibility. Wii is compatible with most GameCube games, right out of the box, and has the ability to download even older console games. The 360 is backwards compatible with many of the Xbox's games.. but not all.. and it requires a hard drive. The PS3, from what I understand, is not very good with backwards compatibility. I know it does have backwards compatibility.. but as of what I know, it isn't very good.

I'm not trying to argue that the Wii is the \*ahem\* "B3stes7 c0ns0l e\ur!!111!11!" I'm just trying to say all consoles have their strengths and weaknesses.

PS3 - Best graphics.

360 - Best multiplayer, support, and has most games.

Wii - Best innovation, best gameplay experience, lots of "player choice"

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