
Subject: Analyst predicts Wii Fit set to outpace GTA IV in sales.

Posted by [nikki6ixx](#) on Wed, 22 Oct 2008 02:53:44 GMT

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<http://www.engadget.com/2008/10/21/wii-fit-set-to-outpace-grand-theft-auto-iv-gamer-geeks-weep/>

I find that pretty funny. I'm no fanboy, but I am kinda heartened that a device that encourages exercise is selling really well.

Subject: Re: Analyst predicts Wii Fit set to outpace GTA IV in sales.

Posted by [Lone0001](#) on Wed, 22 Oct 2008 04:03:32 GMT

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Yea I noticed it was #1 on the Most Wanted list for Canada:

http://nintendo.ca/cgi-bin/usersite/display_info.cgi?pageNum=13&lang=en a lot of Canadians want to get fit indoors

EDIT: And with that said /me can't wait to buy Wii Music

Subject: Re: Analyst predicts Wii Fit set to outpace GTA IV in sales.

Posted by [Aircraftkiller](#) on Thu, 23 Oct 2008 05:18:38 GMT

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Too bad "wii" music and fit aren't really games, and even if they were, the target demographic for them is pretty broad compared to that of GTAIV. With how much the "wii" has sold, it's pathetic that "wii fit" hasn't outsold GTAIV by now - which lends to my theory that few people really buy any games for a "wii" because it already comes with that "wii sports" thing installed.

Subject: Re: Analyst predicts Wii Fit set to outpace GTA IV in sales.

Posted by [nikki6ixx](#) on Thu, 23 Oct 2008 14:57:04 GMT

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Aircraftkiller wrote on Thu, 23 October 2008 00:18 Too bad "wii" music and fit aren't really games, and even if they were, the target demographic for them is pretty broad compared to that of GTAIV. With how much the "wii" has sold, it's pathetic that "wii fit" hasn't outsold GTAIV by now - which lends to my theory that few people really buy any games for a "wii" because it already comes with that "wii sports" thing installed.

Subject: Re: Analyst predicts Wii Fit set to outpace GTA IV in sales.

Posted by [mr£Ä§Ä-z](#) on Thu, 23 Oct 2008 15:13:55 GMT

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boo, renegade is the best

Subject: Re: Analyst predicts Wii Fit set to outpace GTA IV in sales.

Posted by [LR01](#) on Thu, 23 Oct 2008 15:18:18 GMT

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Well, I bough a 360 cuz the Wii has to much games like that now

Subject: Re: Analyst predicts Wii Fit set to outpace GTA IV in sales.

Posted by [R315r4z0r](#) on Thu, 23 Oct 2008 19:50:21 GMT

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Wii fit is mad fun. If you don't think it is a "game" then you never played it, nor have you ever seen it.

GTA4 is a good game too, but it is like the other GTAs, given it is much more lively, it still gets boring after a few months of game play. However, I do still go back to it once or twice a week for about an hour or so of playing.

Also, as a side note, what is with the putting the word "Wii" in quotations when you aren't using it as a quote or declarative statement? It makes it look like you are implying that the console is an imaginary idea...

Subject: Re: Analyst predicts Wii Fit set to outpace GTA IV in sales.

Posted by [futura83](#) on Thu, 23 Oct 2008 22:18:10 GMT

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R315r4z0r wrote on Thu, 23 October 2008 20:50Wii fit is mad fun. If you don't think it is a "game" then you never played it, nor have you ever seen it.

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Also, as a side note, what is with the putting the word "Wii" in quotations when you aren't using it as a quote or declarative statement? It makes it look like you are implying that the console is an imaginary idea...

Few months!?

I've played all gta games from gta 3 (well, the console ones, as well as liberty city stories on PSP) and it gets boring for me after about 1 hour of gameplay...if that.

Subject: Re: Analyst predicts Wii Fit set to outpace GTA IV in sales.

Posted by [Nukelt15](#) on Thu, 23 Oct 2008 23:02:15 GMT

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I almost invariably play them up until I get to the inevitable annoying-shit "chase the AI-driven vehicle which never crashes, never makes mistakes, and has vastly superior performance- oh, and, by the way, we're not giving you your choice of vehicle as per the spirit of the sandbox genre, so here's the third-shittiest car in the game to go do it with, and we'll have goons ramming you and shooting you the whole time" missions. They're great games, except for missions like those- then the entire experience breaks down, the game becomes a keyboard-smasher, and I go play something else or plug in a cheat to overcome the artificial disadvantages. In a game that features stealing cars as its primary gameplay aspect, any assignment that forces you to use a particular vehicle is a major buzzkill. I haven't played GTAIV, so I don't know whether Rockstar corrected that little shortcoming, but Vice City and San Andreas did it a little too often for my tastes.

All that relates not one fucking bit to the topic, of course. I don't know why people are comparing Wii Fit sales to GTAIV anyway, seeing as how they're completely different games appealing to completely different target audiences. Fitness "game" != sandbox action shooter.

Subject: Re: Analyst predicts Wii Fit set to outpace GTA IV in sales.

Posted by [R315r4z0r](#) on Thu, 23 Oct 2008 23:35:41 GMT

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Well, since we are on the subject of it, GTAIV sorta fixes that. That's not to say they've gotten rid of chase missions, however the guys you are chasing do crash... a lot. It's actually one of the ways to stop them, lure them into a spot they can't get through, like a line of cars on a highway.

I actually played a mission where the guy crashed into an oil tanker and won the mission for me :V.

Anyway, I play GTA games until I beat the game. Then play for about an hour or so a week there after.

Now, Wii fit is fun because of the work outs and stuff it has built into it, but it also has a bunch of skill games with the balance board that I just can't seem to get the hang of >.<.
