

## WII DON'T NEED U!

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Posted by Samuel Colunga on 28 Sep 2012 / 0 Comment



Most years on my birthday all I've gotten was a free breakfast at Denny's. In 2009, I was given the gift of Assassin's Creed II. This year's birthday will feature the launch of a video game console. On November 18, 2012, Nintendo plans to release their next venture into the home market by unleashing the Wii U. Preorders have been flying off the virtual shelves since Nintendo's mouthpiece, Reggie Fils-Aime, announced price point and launch date. GameStop has stopped taking preorders and now has a waiting list for those poor lost souls who couldn't get in on time. Analysts are saying that the launch of the Wii U is going to be the biggest thing since Pac-Man! I'm exaggerating, but they did say they expect holiday sales to go through the roof.

All the window dressing and hyperbole aside, the skeptic in me needs to look under the hood first to see if everything checks out. The first thing I want to look at is the strength of the launch titles. In the past I've been blessed by Sony, Microsoft, Sega, and Nintendo with such awesome the likes of Tetris, Panzer Dragoon, Virtua fighter, Halo (Combat Evolved), Soul Calibur, and Super Mario World. I've also been burned by these same companies with titles such as Night Trap, Street Fighter: The Movie: The Game, and Peter Jackson's King Kong.

The Wii U's launch titles include, just to name a few, Call of Duty: Black Ops II, Wipeout 3, Epic Mickey 2, FIFA Soccer 13, Tekken Tag Tournament 2: Wii U Edition, New Super Mario Bros. U, Ninja Gaiden 3, Nintendo Land, Darksiders II, Assassin's Creed III, Zombi U, Scribblenauts Unlimited, and Batman Arkham City: Armored Edition. The most awesome thing about this lineup is that Nintendo now has proper third party support. These look like full games coming out for the Wii U. In the case of Arkham City, it's a game with extra content exclusive to the Wii U. Gone are the days of Nintendo having to delay releases in order to make a sanitized, watered down version of a game. A lot of gamers are still mad at the lack of blood in Mortal Kombat for the SNES, and the fact that Nintendo 64's Crusin' USA was not only a poor port, but that it was highly censored.

The bad thing about these third party launch titles such as Assassin's Creed III, Darksiders II, Call of Duty: Black Ops 2, and Batman: Arkham City, is that they are coming out later than their Sony and Microsoft counterparts. I don't have much urge to play these games on the Wii U because at this point I would have already played them on a different console. Even in the case of Call of Duty: Black Ops 2, which would have only been out for five days, if I'd wanted to get in on the ground floor and play it day one, I wouldn't be able to count on Nintendo. Also, no one is really sure how online is going to work if it works at all. Nintendo is virtually untested in these online waters, which is why they'll most likely drown.

New Super Mario Bros. U looks interesting, but it's a rehash of a game that has three iterations: first on the DS, then on the Wii and the recent release on the 3Ds. Ninja Gaiden 3: Razor's Edge could be worth its salt, but it's not worth the 300 dollar opening price tag. There are a few significant added extras in the Wii U version that the Xbox 360 and PS3 versions do not have. Decapitation and dismemberment will be brought back, as will the Karma Counter. You can do some nifty extras with the game pad including weapon selection and extra bits of information. Wii U's version will also add in new enemies, as well as a female ninja. To top it all off it will include all the DLC from the previous two versions of the game. Truth be told it might end up being a great game but it is not a system seller.

Nintendo Land and ZombiU look very promising. The fact that Nintendo Land is going to be set as a theme park tickles my childhood. It's like Showbiz Pizza, but without the terrible tasting pizza and highly disturbing animatronic band. It comes with 12 really cool minigames, and beer for your parents. Zombies are hot right now. ZombiU is a reboot of an old PC game I used to love called Zombie. The survival horror genre has needed an injection of something cool, and this just might be it. The amount of awesome things you can do with the GamePad are in fact very innovative. Alas, I'm just waiting to see how Nintendo will disappoint us this time. Also, as horrendous as Epic Mickey was, the sequel will probably fare no better. However, I am interested in the Oswald the Rabbit shorts that will be included on the disc, but I can wait until someone uploads them to YouTube.

Once again Nintendo is playing catch up to the big boys. They've struck gold in the past with the Rumble Pack, analog sticks, and of course, motion control. Aside from that Nintendo has, recently, been as stubborn as a mule when it comes to innovations. It's as if they fail to realize they need to move forward to survive in an aggressive market such as video games. While they were so busy "printing money" with their motion control they didn't realize that they were shooting themselves in the foot when it came to the more core gamers. Now that they're starting to push third party games they're coming off like the scorned former boyfriend who barely procures a prom date at the last minute while the ex has had guys lining up at her locker to ask her out.

In 1992 there was a Robin Williams film called Toys starring himself, LL Cool J, Joan Cusack, and Robin Wright. The plot of this film centers around a children's toy maker who up and dies one day. Feeling that his son was not ready to take the reins of the company, the toymaker puts his warmongering military brother in charge of the company. The brother wants progress in the company. He wants war toys and action figures, which the toymaker never believed in creating. When the brother asks for sketches from the new war toy division he is presented with colorful animal tanks and trucks in the style of the original toymaker's vision. The brother yelled and called it "baby [crap]!" That is Nintendo in a nutshell, stuck in the past and still producing baby crap.

Instead of progressing Nintendo makes their tiny leaps and bounds with Kid Icarus shoes and Tanooki suits. Gamers wanted Nintendo to do away with expensive cartridges. They wanted full motion video and discs like the Playstation and Sega 32X. Instead gamers got another cartridge that was super expensive and couldn't do half of what other consoles were doing. However, polygons and cylinders never looked better! When Nintendo did finally go to discs they were those adorable chocolate chip cookie looking things that brought back painful memories of the early 90s and those horrible minidisks. Nintendo wanted us to ignore that and focus on the console being square and cute. Baby crap!

The people wanted online play and the ability to connect with other gamers when the Wii launched. Nintendo gave us friend codes as long as our arms. Mine was 93843947274234798274837, give or take a few numbers. The people wanted a cool first person shooter the likes of Halo or Call of Duty. Nintendo gave us The Conduit. Baby crap! When XBLA and the Playstation Store took off with indie games Nintendo gave the world Wii Ware. While we did get some cool indie series like Bit.Trip as well as And Yet It Moves from Wii Ware, progress was too slow, and the interface was absolutely horrendous to look at. People clamored for Netflix. Nintendo gave it to us...two years after everyone else.

While none of these points I made are truly indicative of how the Wii U will perform, it merely helps to show the history of Nintendo when it comes to innovations and catching up with its two console cousins. High definition finally coming to Nintendo is too little, too late, especially since Sony and Microsoft will once again put Nintendo behind graphics wise when they come out with their own next generation consoles.

The Wii U Controller looks cool, but for some games, people will still have to use the WiiMote and Nunchuck, which are still in the dark ages when it comes down to it. Why isn't the WiiMote rechargeable and why isn't the Nunchuck going wireless? Maybe Nintendo loves seeing those YouTube videos where people smack themselves in the face with the Nunchuck; They are a riot! That is the only logical explanation I can give for why that thing is still wired like a 1960's rotary phone from Ma Bell. The Wii U will make money no matter how far behind Nintendo is. However, they won't be getting a dime of my 299 dollars!

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