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Wii

3 Common Wii Issues Solved

It is easy to love the Nintendo Wii, it has plenty of great games, has a fun control system and it is a gaming experience that you can easily share with friends and family. This is why when something starts bugging up on the system, people will get worried. To help ease things out, here are a few useful tips to try out before hurriedly bringing your system to the nearest repair center.

Non-Responding WiiMotes

Now here is a common issue. After all, a WiiMote is how you control the console. Without it, playing a game is practically impossible. So what do when things start going south?

First, check the batteries. These controllers use two AA batteries to run, so click on the home button to see if how many of the four lights on the controller light up (more lights mean higher charge). If the controller is not responding, you might want to replace the batteries.

So let us say you have all four lights indicating a full charge but the game is still not responding to your commands. This may be a synchronization issue. Remember that your controller is wireless and that the Wii has to detect it before the two can work together. Simply press the red sync button near the SD card slot on your console to help your system find the controller.

Inaccurate Aiming

More often than not, games will require you to make use of the infrared sensor to aim at the screen and navigate menus, shoot guns and simply move things around. There are occasions when this starts acting abnormally.

One of the first things you should do is to confirm the set up of the sensor bar. From you Wii's system menu, you can set the configuration of the sensor to assume that it is located on top or the bottom of your TV screen.

Another factor to consider is if there are lights in front of the TV and lights behind you. The sensor bar may accidentally pick up IR feedback from lights and other devices behind you. Be sure to look around your playing area to see if there might be items that are interfering with your system's performance.

Lastly, check the overall lighting. In some cases, the light in the room may be too strong and is interrupting the feed between the controller and the sensor. You may choose to turn off the lights or diffuse it a little to allow for a better level of communication between the WiiMote and the sensor bar.

Unable to Back Up Save Files

This is not really a hardware issue, but more of an incompatibility problem. According to Nintendo, the Wii supports only certain SD cards. This can be a little annoying if the SD card you currently have is incompatible with the console, but sadly, the only way to remedy this issue is to purchase a brand new card. Nintendo lists SanDisk and BD&A as officially compatible, but users are also recommended to update to version 4.00 or higher of the system firmware to further improve compatibility.

So there you have it, three of the simplest quick-fixes for three of the main issues that Wii owners tend to run into. However, if your Wii console is still suffering from issues, it is advisable that you take it to the nearest authorized Nintendo service center for a quick check.

Backtracking on Your Wii: GameCube Gaming

One of the many great features about the Wii is that it is compatible with plenty of old games. Many are already quite familiar with the many Virtual Console games which allow you to play NES, SNES, N64, Megadrive and other platform titles on the Wii. Of course, players will have to use the classic controller in order to play the games properly.

But one great feature of the Wii that is being overlooked is that it can play GameCube games. There are four dedicated ports on the system to plug in the old GC controllers and 2 memory card slots for save file access. No need to worry about the smaller GameCube discs, simply pop them into the disc tray and the Wii will automatically center it for you. If you are asking, 'what is so good about the GameCube?' -here is a quick list of our top picks.

Star Wars Rogue Squadron II: Rogue Leader

No fan of this generation-transcending work of science fiction can go without experiencing the amazing gameplay that Rogue Leader has to offer. Featuring plenty of amazing voice over work, sound effects that seem to pop right out of the move and a gameplay that truly places you in the heat of the action, this game takes Star Wars interactivity to a whole new level. The game also features a whole array of ships ranging from the well known X-Wing to the more obscure A-Wing as players fly off in missions that coincide with the events of the original trilogy.

Metal Gear Solid: The Twin Snakes

We have a love-hate relationship with this game. Silicon Knights was given plenty of freedom with the remake of the original Metal Gear Solid game for the Playstation and had it graphically updated for the GameCube. The result is a visually stunning work of art that comes pretty close to the graphics for Sons of Liberty on the PS2. The gameplay has also been adjusted to bring in controls and functions available in the PS2 sequel.

The downside is that the Knights had a little too much freedom with Twin Snakes. While the general storyline has not been changed, minor character details have been adjusted. Otacon has become a Nintendo fanboy, Snake has turned into a bit of an acrobat –among others. While the canon story has not been altered, fans of the series felt that the changes were too out of character. Still, for those who have yet to play the MGS series, this title is a great way to be initiated into the world of stealth based action gameplay.

Animal Crossing

Oh, we already know, there is Animal Crossing: Wild World for the Wii. But somehow, nothing beats the charm and feel of the original AC for the GameCube. Most importantly, this is a great way for old GC owners to continue their towns and their game. The GC version of this life simulation game plays a lot simpler and less stylized than the newer version –which is something that a lot of the older fans of the series would appreciate.

In any case, if you have been missing out on KK Slider's weekend concerts and are not planning to play the new AC game, this might be the best time to take the game out of storage and pop it in for a trip back to your town.

Party Host and More: the Nintendo Wii

The Wii is taking the concept of friendly get-togethers into a whole new realm with its motion gaming controls and multiplayer functionalities. Of course, figuring out which titles to go for is not exactly the easiest thing to do –especially when there are hundreds

to choose from. Here are four of our most recommended titles to help you figure out which games would best fit your party needs.

Super Smash Brothers Brawl

Sometimes, there is nothing that can hold down the hyperactive needs of a preteen boy – let alone four of them. Fortunately, Nintendo's four-way beat-em-up 2D fighter promises plenty of fast paced action to keep even the most hardcore player of the bunch focused on the game. Smash Brothers brings back a great lineup of Iconic Nintendo characters such as Mario, Samus, Fox, Zelda and more into a free spirited battle tournament. Parents watching on will appreciate many of the old and new Nintendo franchise cameos ranging from the Game and Watch era to the more recent Animal Crossing and Nintendogs title. Metal Gear Solid fans will also be happy to see Snake pop up as a playable character.

Boom Blox

When EA announced that Steven Spielberg was working on a game, we were wondering what kind of fantastic stories he would be bringing to interactive life. Nobody expected that the man would spearhead the creation of a game that would later take spotlight of any party: Boom Blox. It sounds silly and even the concept is hard to take seriously: you throw balls at blocks. But give the game a quick whirl and after five minutes, you and your friends will be addicted.

The game pits you against your friends in turn based ball-throwing battles where you each pit your accuracy and skill at strategic block knocking. There are various gameplay objectives such as blowing up a specific number of blocks or knocking off blocks in a certain order to win. Highly replayable, intuitive controls and an overall fun gameplay experience makes this title a must have for parties.

Wario Ware Smooth Moves

Of course, when it comes to motion gaming, you have to bring out Wario Ware Smooth Moves. Players take turns as they each try to do various motions in order to achieve the various stage objectives. Each stage only lasts a few seconds or so you players have to think fast about what to do. On a multiplayer game, you and your friends have to communicate fast in order to pass the WiiMote (you only use one) around to the next player. Fun, frantic and certain to tire payers out within an hour or two; this is the best way to whip up an appetite before serving the hors d'oeuvres.

Wii Sports

It is old and comes free with your Nintendo Wii, yet Wii Sports is still a much recommended title for those who want to have various activities without having to change discs a lot. Players get to participate in various sports such as tennis, boxing, billiards, air hockey and more. The best part here is that you can get your friends to make

custom Miis to use prior to the game –as each player can select their own Mii avatar to play.

The next time you become the designated host of a party and are stumped on what to do; do not hesitate to fire up the Wii and buy some new batteries for the controllers. This little home console will solve all your entertaining needs.

Time to Party with the Nintendo Wii

No other console in the gaming industry has closer to becoming the absolute party system like the Nintendo Wii. With its wide range of local multiplayer games, motion based controls and comparatively affordable price tag (as compared to the Microsoft Xbox 360 and the Sony Playstation 3), the Wii quickly made carved out its niche in the video game industry when it launched in 2006.

Now, half a decade later, the Wii is still among the most played console systems. For the most part, the system has a steady following among die-hard Nintendo fans. With exclusive games under the Super Mario, Pokemon, Metroid, Zelda and other first-party franchises, the core fan base of the Wii will always have something to stick around for. There is no doubt that the iconic value that Pikachu, Samus, Link and many others provide draws in a definite charm that is hard to deny (the massive Nintendo crossover game, Super Smash Brothers Brawl sold over 9 million copies).

Aside from the main Nintendo series games, the Wii is often the top choice for family-room consoles. Many of the games on the system (both first and third party titles) allow multiple players to play together at the same time, either cooperatively or competitively. This makes many Wii games as excellent party choices for entertaining guests and there are no messy piñata bits to clean up either. Boom Blox, Mario Party and Wii Party are just some of the few games that are sure to liven up your get-togethers.

While many hardcore gamers are focusing more on titles being released exclusively for other next generation console, it is important to point out that the Wii also gets its share of some pretty impressive games. Sky Crawlers is an impressive and challenging flight simulation game from the Namco Bandai's Team Aces (developers of Ace Combat) which allows players to use the Wiimote as a flight stick.

The Resident Evil Chronicles titles (Umbrella and Darkside) provides players with a solid point and shoot gaming experience that relives many important events in the RE storyline. Grasshopper Manufacture's No More Heroes series takes on the 3D hack and slash genre to a whole new level with its stylish delivery and innovative use of the motion controller.

Aside from having a great game lineup, the Wii itself is a pretty good console in terms of hardware. Available in white, black and red, buyers have options on being able to choose the visual style that suits them the most. It also comes with a stand which supports the

system in an upright position (for those who are saving up on space or simply feel that it looks better that way). In terms of functionality, there is plenty to do on the system.

First off, the Wii's basic OS allows players to add functional channels such as web browser or a picture viewer. Thanks to the console's WiFi features, going online is as simple as setting up your router information. Additional channel functions such as news readers and the official Nintendo channel can also be downloaded as well.

The system internally stores game saves and channel data files into pre-set 'blocks'. In terms of data file size, this is roughly 512 MB. Not that big, but fortunately, the system supports certain brands of SD cards for backing up data. Aside from playing Wii games, the console can also load up the much older Nintendo GameCube games. In order to play these, users will have to hook up the old GC controllers to one of the four specially designated ports on the console. There are also two GC memory card slots on the Wii which will allow players to store their GC game saves.

If you love having friends and family over, have roommates who are fun to play with, or simply love to play video games but do not have the time (or resources) to invest in hardcore games, then the Wii is your number one choice. It offers easy and fun to play games, innovative controls and a great range of functionality that would make any type of gamer happy.

The Top 5 Revolutionary Games for the Wii

Nintendo Wii has been considered to be the pioneer in motion gaming. Released years ahead of the PS Move the Xbox Kinect, the Wiimote controlled console has shown us all how fun and exciting motion gaming can be. Of course, not all Wii games make full use of the motions controls –some games can be played just fine with the optional joy pad-style 'classic' controller. Others on the other hand, take the use of the Wiimote and Nunchuck to a whole new level.

No More Heroes

We open this list with none other Goichi Suda's masterpiece of a beat-em-up: the No More Heroes series. In terms of controls, not much has changed from the original and the sequel (No More Heroes: Desperate Struggle), but regardless, this game is still one of the most quirky motion controlled titles to be released.

Lead character Travis Touchdown ends up joining a tournament of assassins, and in order to reach the top spot, he has to eliminate the rest of the competition. The game opens with the beam-sword wielding hero starting with the tenth spot and as you progress through the story, you get to meet whole host of sexy and bizarre assassins that stand in your way.

There's plenty of adult humor in this game, some subtle, others crude. The action sequences on the other hand, are plenty of violence. It is encouraging to see that Nintendo is now making room for more mature players (after all, most of us who grew up on Mario and Donkey Kong are now a whole lot older).

The controls for this game place it as the first entry on the list: the combo system makes full use of the buttons, motion and even Nunchuck movement to execute Travis' wide range of moves. We are also going to tip our hats off for the "phone call" event sequences where you need to press the controller against your ear (the Wiimote has an internal speaker) as well as the slightly naughty beam-sword charging motions. Of course, we will not be going into that, it is up to you players to explore.

Sky Crawlers: Innocent Aces

While we are not too fond of the Japanese novel or the anime, the Sky Crawlers game on the Wii is one of the most impressive flight simulation titles we have seen on the device.

The big advantage of the Wiimote is its versatility. Players can use it as a gun, as a sword, as a regular controller and in this case, as a flight stick. The WiiMote can be used to control your plane's pitch while the Nunchuck handles the acceleration. Tilting both from side to side will control turning and rolling.

It is fun, though a little exhausting after an hour or so –which is due to the fact that unlike a typical flight stick which rests on a base, the WiiMote is supported entirely by your arm. Also, the lack of a base means not having a reference point for a 'neutral' position. Some inventive players are known to have crafted their own mounts for the Wiimote to get past these issues.

The game itself makes use of Ace Combat's game engine, which means that many of the factors considered in flying have been simplified to a point where the game is actually enjoyable (without having to think too much about calculations). Simplified, however, does not mean unrealistic. Reckless flyers will still find themselves stalling and crashing if they do not act with care.

Overall, this game provides a nice change of pace for many Ace Combat veterans. The old school planes and new approach to the delivery will certainly be a welcome change. The challenge level for some of the special boss fights will also force players to start taking the game a lot more seriously even on the normal difficulty. If you are a fan of great dogfights and have been looking for a new way to experience it, Sky Crawlers is the way to go.

Trauma Team

Combining various point and click game genres can be a little tricky, but the folks behind Trauma Team certainly know how to make a great game. This little gem of a Wii title is basically an advanced version of Trauma Center for the DS. Not only does it improve on the gameplay of the original, it adds plenty more to the mix.

Players start off the game by choosing one of six characters. Doing so determines what story missions will be played and how the gameplay will turn out. After each mission, players will be returned to the character screen and the same process plays out. This continues until all story missions start overlapping each other in a much larger plot event.

Each character introduces a new form of gameplay. One involves investigation, some require medical surgical procedures, and others require players to talk with patients for diagnosis. There are a total of six individual gameplay features on this game, and they all come together to bring a truly inventive experience in the use of the Wii's motion controller. If you have been looking for a game that delivers in terms of controls, storyline, visual style and gameplay, then Trauma Team is a definite must have for you.

Resident Evil 4

As ironic as it may seem, a game that was not meant for the Wii is also one that has completely redefined the concept of hardcore motion gaming. Enter Resident evil 4. This little pseudo-zombie fest of the great sci-fi survival horror series from Capcom takes on a whole new style of gaming as it got ported over to the Wii.

Now, looking back at the original Playstation 2 version of the game, it is pretty obvious that the creators wanted to do something different. An optional chainsaw controller was released for the Sony which introduced a new way for the player to ready their weapon (the special controller had more than aesthetic value).

With the Wii version, RE veteran Leon –and his epic emo hairstyle, gets the full set of controls that the PS2 controller hinted at.

Movement is controlled by the Nunchuck and the gun control makes use of the Wiimote. This turns the game into something of a hybrid 3D-adventure and on-rails shooter. In terms of graphics and storyline, not much has changed. Those who already played the PS2 version will not find anything new outside of the control system.

This game is a must have for RE fans who have yet to play RE4 (and you should, it has been out for a while) and any Wii owner wanting a little more thrilling than the usual fare of Nintendo titles. The innovative use of the Wiimote and the way it changes the gameplay experience from the original title will certainly be an experience players would not want to miss.

Elebits

Last on our list is Elebits, a storybook style, children's sci-fi game that had us wondering just how much potential the Wiimote truly has. For a point of perspective, players have to remember that this is one of the first Wii games ever released, and for that time, the graphics had been pretty good and the controls were nothing short of amazing.

The main story is simple, bizarre beings known as Elebits have starting popping out and it is up to the player to find them all and capture them with a unique laser-gun-zapping apparatus invented by the protagonist's father.

To play the game, players simply have to point and zap objects in game. Initially, you can only zap small objects as you move things around the house (small books, chairs, etc), doing so will uncover various Elebits that can be captured. Once you accumulate enough of the alien-like beings, your zapper will become more powerful, allowing you to move larger objects such as entire shelves, phone booths and cars.

The real fun in this game is when you are moving around the stages and tossing objects around. Various power ups will boost your ability to grab, push and even throw objects up in the sky –which is a great way of clearing the view. It is a fun and light gaming experience, mixed in with a few challenging timed missions. Elebits is a perfect recommendation for those who want a quick taste of real motion controlled gaming.

Wii for Two: Two Cooperative Games for the Win

Everybody loves to talk about the many multiplayer aspects of the Wii, how impressive the system is for entertaining plenty of people and how well it functions for the family in general. But for standard two player games – that is an issue that is often unanswered yet much valued by hardcore players. So today, we are giving you our favorite cooperative games for the Nintendo Wii. Of course, with plenty of great two player campaigns available on the Wii, we've decided to serve up a pair of titles that will really want to make you work with a friend: a couple of the best horror games.

Obscure: the Aftermath

Survival horror games tend to lose their fright factor when there's more than one player – take Resident Evil 5 for example. But there are times when even having more company doesn't take the fright away. Enter "Obscure: the Aftermath". This scary little masterpiece is a sequel to the original Obscure and introduces players to the two survivors of the first game and a whole new bunch of college coeds.

The game is scary, disturbing and frantic. When a bizarre sexually transmitted demonic plague starts creeping about the school, players must control various pairs of characters

through obstacles and puzzles as they try to escape chainsaw wielding psychopaths, mutated flying monsters and a whole host of other malicious beings.

The cooperative aspect really shines through as players must support and protect each other. Gone are the days when you are safely picking a lock on a door (which often opens up a user interfaces that temporarily halts any enemies). In *Obscure*, you will have to count on your partner to shoot down any nasty things that might be coming up your back. For the ultimate in a two player scare fest, we definitely recommend playing this game.

House of the Dead: Overkill

Normally, when people talk about on-rails shooters for the Wii, the *Resident Evil Chronicle* titles (*Umbrella* and *Darkside*) are among the first to be mentioned. But when you want to have a little more fun shooting down zombies and just enjoying with your buddy, then you will certainly want to pop in *House of the Dead: Overkill* instead.

This game features plenty of 70's inspired fashion; grind house movie visuals and enough swearing to make a B-movie starring Samuel Jackson blush. It is funny, witty and still surprisingly dark. The game is considered to be a prequel of all the *HotD* games – showing players the early beginnings of lead character Agent G –the heavy language in the game comes from the second main character, Isaac Washington.

The cooperative aspect of the game mainly involves shooting everything onscreen as fast as possible –which is certainly easier with two players. For bosses however, a little more communication and planning are required in order to get the best ranks.

Alone, players will still be able to enjoy, play and finish these two games. But in two-player mode, players get to experience a rich and fulfilling cooperative gameplay aspect that the titles have been truly designed for. If you have not had the chance to try either *Obscure: the Aftermath* or *HotD: Overkill*, then now is the best time to bring your best friend over for some real gaming action.

Getting More Out of Your Wii

Nintendo's motion controlled gaming console is considered to be one of the top systems in terms of overall entertainment. While its value to hardcore gamers may not be on the same level as the *Playstation 3* or the *Xbox 360*, the *Wii* has more to offer to a broader market of casual gamers and of course, families.

If the *Wii* is currently on the center of your home entertainment system, with the console playing host to friends and family, you might want to consider investing a little bit of money and time to grab these very useful accessories.

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