
Subject: Command & Conquer Coming to PSP
Posted by [Deathgod](#) on Wed, 30 Mar 2005 00:48:39 GMT
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Sony's making everyone in the US sell the PSP as the value pack because they lost their ass on the Japanese launch. Everyone bought systems, but the tie ratio for software and accessories was one of the lowest ever for a system launch. Thus, they force the tie ratio higher here so they're not losing as much. I imagine the European launch will be similar. So, saying the PSP costs \$180 is a lie. It was going to sell for \$199 separately anyhow, so I am not sure where you're making up your info from.

As for the DS being worse off, it would be infinitely better for an RTS, and you get just as many extras with it for \$150 as you do with a PSP for 100 bucks more. The DS also has a huge library right off the bat with older GBA/GBC games, and with the wireless connectivity and microphone people are working on VoIP software for it as well as many other homebrew applications. The PSP will also have these but nothing as useful as free phone calls, I'd imagine.

Lastly, Sony makes shitty hardware. This is their 3rd system that has launched with admitted (and unadmitted) defects. That's a bad track record considering they've only launched 3 systems. Nintendo's systems work for many years down the road under the harshest of conditions. I know people who have flushed GBs and GBAs down the toilet to have them work once they dried off. I took a GBA in the ocean and it worked just fine about 10 minutes after I pulled it out. I took a heat gun to the front of a GBA and it melted the screen protector but once I took that off it worked fine. I'd love to see a Sony system do that... Hell, your PS/PS2 will have trouble under normal wear and tear after a few years because they're made of shitty parts.
