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## [10 Tips for Sony to Get the PS3 on Its Feet](#)

*Improving online functionality, improving developer support and securing more exclusives etc.*

In a moment of great inspiration, Gamespot decided to point out 10 things that [Sony](#) should do to just sell the poor PS3. If I hadn't read so many bad news about Sony's next-gen console, I'd think that the gaming site was exaggerating a bit. But they aren't. Turns out that Sony should actually fix these 10 issues at least to get the machine moving. The first advice is for Sony "to improve developer support and to secure more exclusives." What does this mean? Game developers betted on a large user base for the PS3, but as it turned out, it doesn't have it, because of the console's high price. This drove them not to make PlayStation exclusive titles only, and go multi-platform on them. Sony is losing money twice on this matter because [Microsoft's Xbox 360](#) is the first one to get titles that aren't PS exclusives anymore and their machine is cheaper. Another one of those headlines that caught my eye was: "Fix Online Fundamentals Before Going Home." You know what? They're right again. Although many are simply dying to get their hands on [PS Home](#), most know that its online functionality is going to be compromised by all sorts of aspects. Plus, it doesn't have voice-mail messaging, or the ability to be used when a game is paused. Come on...! The least they could do is let you play and surf Home too, if you decide to pause it for, say 10 minutes. Anyway, there are plenty more aspects for Sony to be concerned about but frankly, all they have to do is to let loose of that price a little. Everything will go really smooth after that. Those who can't afford it often don't admit they'd want it but the truth is you cannot want the PS3.