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What do you say, ready for some motion-sensitive Tekken 5?

[Sony to Develop a PlayStation - Wii?](#)

If there's something that Sony wouldn't do, it's showing Nintendo they were right all along

Rumors of [Sony](#) prepping to release a version of the [PS2](#) built around motion-sensing this holiday have been circulating on the Internet for a year or so. It is thought that it's Sony's attempt to capitalize on the [Wii](#)'s success, by providing gamers with a machine similar to the Wii but at a lower price. This week's story has been brought by EGM, while Wired's Chris Kohler has examined the rumor thoroughly, coming to the conclusion that it is almost unthinkable for [Sony](#) to put such plans into action. Originally posted by Chris Kohler: "Yes, this is just a rumor for the time being, but EGM's got a pretty good track record. I really hope for Sony's sake, though, that this isn't true. If so, it would be strong evidence that Sony is a company without a rudder. Without a clear vision of the future. With no idea which way the wind is blowing. A follower, not a leader." Skimming through the article, readers will discover that Wired's Kohler points out the theory of "[Nintendo](#)'s bubble" being about to "burst" at any given time: "What this will really do is validate Nintendo's strategy. Even now, there are still quite a few people who believe that Nintendo's bubble is ready to burst at any moment. But if Sony follows right behind them, all that's going to do is solidify Nintendo's position. If Sony goes forward with such a product, they'll be sending a very strong message to consumers that Nintendo was right all along and that this is the wave of the future." Generally, Kohler makes a good analysis of things, thus his words may very well reflect the reality, meaning that Sony won't, under any circumstances, put such stupid plans into action. The part where Kohler is right for sure, is the last phrase of the second paragraph I've posted. If Sony does go forward with such plans (which are surely pure fiction), the only thing they could achieve is that of proving that Nintendo's strategy was the best, and not theirs. Plus, everyone knows that Nintendo's Wii is going to lose its popularity the moment Sony and Microsoft cut the price on their respective systems. Wii fans should face it: not everyone likes things "simple." Video games are so much more than that.