

Top Ten (10) Video Game System Disasters

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We are very familiar with Nintendo, Super, 64, Playstation, 2, Xbox, 360, but for every successful platform, there are absolute disasters. These disasters simply do not sell and quickly exit the market for a variety of reasons.

Honorable Mention- Commodore 64 Games System

- Released only in Europe and being Commodore International's first venture in the video game market, the C64GS was basically a Commodore 64 redesigned as a cartridge-based console. Aside from some hardware issues, the console did not get much attention from the public, who preferred to buy the cheaper original computer which had far more possibilities. Also, the console appeared during the apogee of the 16-bit era, which left no chance for it to succeed. 10. PSX (DVR)

- Built upon the PlayStation 2, the PSX enhanced multimedia derivative was touted to bring convergence to the living room. The device failed in Japan, however, due to its high price and lack of consumer interest and that canceled plans to release it in North America and the rest of the world. 9. Amstrad GX4000 and Amstrad CPC+ range

- In 1990, Amstrad attempted to enter the console gaming market with hardware based on its successful Amstrad CPC range but also capable of playing cartridge-based games with improved graphics and sound. Less than thirty games were released on cartridge, and the GX4000's failure ended Amstrad's involvement in the gaming industry. 8. 3DO Interactive Multiplayer

- Co-designed by RJ Mical and the team behind the Amiga, and marketed by Electronic Arts founder Trip Hawkins, this "multimedia machine" released in 1993 was marketed as a family entertainment device and not just a video game console. The success and quality of subsequent next generation systems which began coming onto the market in the mid-90's, the limited library of titles, the lack of third-party support, and a refusal to reduce pricing until almost the end of the product's life (US\$699.95 at release) were among the many issues that led to the platform's demise and the company's exit from the hardware market. 7. Amiga CD32

- Released in 1993, the decline of the Amiga product line and Commodore's poor marketing and lack of product support could be blamed for the failure of this product. While it was initially billed as all the power of an Amiga computer in a console, it was not priced competitively to the Amiga 500/1200 lines. Additionally, the lack of original titles meant that few gamers wanted it when they could buy the more feature-intensive A1200. 6. Gizmondo

- A handheld gaming device including GPS and a digital camera was released by Tiger Telematics in the United Kingdom on 19 March 2005. The console sold poorly, due to a lack of games, and being unable to compete with the cheaper Nintendo DS and PlayStation Portable. Several high-ranking Tiger executives were subsequently arrested for fraud and other illegal activities related to the Gizmondo. 5. digiblast

- The digiBlast portable console was launched by Nikko at the end of 2005 and promised to be a cheap alternative to the Game Boy Advance and PSP. The handheld could be used for games on cartridges. Cartoon (WinX Club, SpongeBob SquarePants) episodes and were released on cartridge as well as cartridges containing music videos. Also a cartridge for MP3 playback and a cartridge with a 1.3 Megapixel camera were planned. Due to a shortage of chips around the release date and thereafter resulted in a failed launch and loss of consumer interest. 4. Apple Pippin

- A game console designed by Apple Computer in the mid-1990s based around a PowerPC 603e processor and the Mac OS. However the only Pippin licensee to release a product to market was Bandai. By the time the Bandai Pippin was released, (1995 for Japan, 1996 for the United States) the market was already dominated by the Nintendo 64, Sony PlayStation, and Sega Saturn. The Bandai Pippin cost US\$599 on launch, more expensive than the competition and crashed. 3. Atari Jaguar console

- Released in 1993, this 64-bit system was promoted as much more powerful than its contemporaries, the Sega Genesis and the SNES; however, a number of crippling business practices on the part of Atari senior management, a flaw in the hardware made programming difficult, a hard to hold/manipulate controller design and lack of quality software hurt sales. The system never attained critical mass in the market before the release of the Sony PlayStation and Sega Saturn and without strong leadership to drive it, it failed alongside the company. 2. Virtual Boy

- The red monochromatic 3-D "virtual reality" system failed due to issues related to players getting eye strain and headaches when trying to play it. It was the first (and, thus far, only) console flop from Nintendo. 1. Nokia N-Gage

- Made by the mobile phone manufacturer Nokia, and released in 2003, the N-Gage was a small handheld console, designed to combine a feature-packed mobile/cellular phone with a handheld games console. Sales were poor and many video gamers mocked the system for its design. Sales were so bad that the system's price dropped \$100 a week after its release. Common complaints included the difficulty of swapping games and the fact that its cellphone feature required users to hold the device "sideways".