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Best sports games for nintendo 3ds

(Pocket-lint) - Try before you buy, your mileage will vary, wait and see : all the phrases no serious reviewer likes to use. Unfortunately, they're all quite appropriate when the product we're talking about is Nintendo's last little wonder, the Nintendo 3DS. It's a fascinating piece of hardware with some really amazing features and a handful of worrying bugs, but there's no getting around two things. First, what is taken out of it will depend on your eyes and how well you deal with the stereoscopic 3D electronic agenda variant. Second, that while this is a console with pockets of potential, its value really depends on what Nintendo and third-party developers can pull off it in the coming year. The unit itself is clearly an evolution of the existing DSi. While the 3DS is magically smaller, heavier and thicker, there really isn't much in it, and the clam design and basic look and feel are more or less the same. You probably already know about the main physical differences: two VGA resolution cameras on the outside of the lid instead of one, Select, Start and Touch Man buttons under the touch-sensitive bottom screen, the wider 3D screen on top and the introduction of an analog pad above the D pad, which has scrolled down to accommodate it. Despite all these things, the 3DS will feel immediately familiar to anyone who has used a DSi, or a DS Lite before that. It's a solid, well built, friendly unit, but not the kind of thing you instantly want to bring home. Pocket-lintThing That familiarity only lasts, however, until the 3DS is activated and you hit the 3.35-inch resolution screen, 800 x 240 for the first time. According to some fairly reliable sources, the display uses a variant of parallax barrier technology, where a second LCD display functions as a kind of grid, directing the light from alternate columns of pixels to each eye as long as those eyes are placed in a sweet spot looking directly at the screen. The smartest thing about this technology is that it is adjustable, in the case of 3DS using a 3D depth slider to the right of the screen. The deeper, the smaller the sweet spot and the harder it is to maintain the illusion of a 3D image instead of two overlapping 2D images. The less depth, the greater the sweet spot and the more forgiving the 3D effect is, but it also makes the effect less impressive. The fact is that neither person will have exactly the same experience on this screen, and the results vary greatly depending on the content you work with. Play PilotWings Resort, for example, and you get a superb depth effect with the 3D slider appeared to the fullest, as if you're looking at the game world through a window, with objects in the foreground, middle and distance clearly on different planes. However, it is also very difficult to keep both views from separating and - from personal experience - a little tired in the eyes and brain in longer stretches. Streetfighter IV 3D Edition and Nintendogs + Cats are more subtle in their 3D effects (though still impressive), but much, much easier in the eyes. In this count your mileage will vary. Having persuaded several people to try out the 3DS, we can say that some get 3D right away, some struggle for a few minutes and then groan, and some adjust the slider until they find a halfway house running. It's also worth mentioning that if you wear glasses from time to time, then you should try the 3DS with specifications attached. It can make all the difference. Pocket-lintIn the other case, both screens continue the positive trend we have seen from the original DS to the DSi; the brightness and contrast are excellent, although the reflective surface will make things difficult in bright daylight. Sound, too, is a marginal improvement. You can't expect much power or weight from two small speakers, but there's clarity, something you can describe as a stereo sound field, and no distortion when you push the volume slider to the top. The most important thing, however, is the quality of the visuals you'll see on the 3D screen. There is some disappointment in the air about Nintendo's decision to use DMP's PICA200 graphic chipset over a little more cutting edge from Imagination, AMD or Nvidia, but the more time you spend with early software, the more you appreciate that 3DS is a significant step forward from DSi. Pilotwings Resort does an excellent job of replicating the kind of graphics you'd expect from the Wii, while Nintendogs + Cats and Streetfighter IV 3D Edition surpass this, with compelling and detailed textures and luxurious skins in the former, and a good impression of an HD console game at the last. Sure, it's not long before you realize that the background architecture is quite primitive on Nintendogs, while Streetfighter IV has lost its animated funds, but Nintendo has done enough to keep the 3DS in the game. Our biggest fear was that the 3DS would seem dated at launch. It doesn't, and from what we've seen of what they like about Capcom have in store, we suspect there is potential to do more in the future. The other thing you can only appreciate from extended gameplay is how great an addition the new analog pad actually is. It's nice, big and a little rubbery under your thumb, and sensitive without feeling twitchy. As fans of the old N64 version will remember, Pilotwings is a game that demands subtlety of movement to steer planes and gliders through its light blue virtual skies. Having put a good few hours in, we can say that the analog pad makes playing Pilotwings Resort a real treat. Pocket-lint preinstalled software terms, the 3DS is the most generous DS yet. The camera app turns the console into a simple 3D camera, and while the image quality is predictably shocking, especially in low light, simply with quick 3D snapshots it's fun. The 3DS Sound app is also good for a giggle, allowing you to pull off old tricks like making your voice sound like a budgie budgie a trumpet with ease. Having seen the Miitomo app in January that we were despaired of its capabilities, but as long as you give it help with face shapes, beards and haircuts, it's able to produce some weird-looking Miis, which work like in-game avatars and online/offline ids as much as they do on Wii. With the new Mi Plaza mostly unpopulated, however, the real stars are the included Face Raiders game and the one built in AR Games: Augmented Reality app. The first is basically a showcase for what happens when you combine 3DS cameras with their built-in motion sensors. First, the game takes a shot of its unfortunate visage, then, when the fiendish-looking flying machines that carry the face appear, floating around real space in front of your 3DS. Your task? To pop them into pieces. It's simple fun, but also an indication of what Nintendo might want to do with the features of the 3DS in the future. The same goes for the AR Games. Basically, the 3DS comes with a selection of six packaged game cards. Put one on a surface in front of the camera, and it transforms before your eyes into a 3D object, which can animate, unmount the actual surface and change in other shapes before your eyes. A question mark card becomes an island full of targets or a wrinkle, wrinkled dragon, while images of Nintendo's favorite heroes become 3D statues as you watch. The cards even get a way out within the Nintendogs + Cats game, so we can expect more variants on this kind of thing in time to come. It's all pretty fascinating, and when you see all this, and the things Nintendo is doing with the 3DS built to 802.11g Wi-Fi networking - sharing Miis and exchanging game data even while the system is asleep - you can see what Nintendo's intentions really were with the 3DS. While the title feature is 3D, this laptop is really a whole toolbox of interesting and innovative features for Nintendo and its partners to spin new ideas like they did with the touchscreen on the original DS. The problem right now is that the releases titles don't seem so inspired. Pilotwings Resort, Nintendogs + Cats and Streetfighter IV 3D Edition are all good games, with good 3D effects and strong appeal for specific types of player, but none of them have a serious wow factor beyond 3D, and the 3D itself doesn't keep you wow all the time. The 3DS is a platform that needs a must-win title - a brain training, Wii Sports or Mario 64 - that will make it look essential. From what we've seen from the launch lineup, this hasn't yet. And the hardware leaves us with some real concerns. The battery life is horrible. The 3DS takes just over 3 hours to load, and will easily run flat in less, if you are missing out on augmented reality apps or playing Pilotwings or Streetfighter IV 3D Edition. The supplied and slotted load cradle makes it faster and easier to recharge console cells, but this low life will still hit you when when out and about in the day. Load times are, for the first time, a problem, with long delays when moving between apps or starting a game for the first time. Nintendo's software and ease of use remains exceptional, but these things will affect the way people use the day-to-day 3DS. Finally, we must mention the two ginormous elephants in the room. In one corner, we have Sony's next NGP. At a time when the 3DS is trying to establish hardcore player credentials with 3DS versions of Streetfighter IV, Metal Gear Solid, Resident Evil and Ridge Racer, the lure of a Sony console with distinctly superior graphics, twin analog sticks and compelling versions of Uncharted, Resistance and Call of Duty is arguably more convincing. In the other corner, the iPhone, iPod Touch, iPad and various platforms for Android smartphones and tablets could have an effect on the low end. Do we really want to pay £30 and up for fun and casual titles like Pilotwings and Nintendogs + Cats, when other platforms make them available for the price of a couple of pints? Moreover, the more time passes, the more any graphic advantage the 3DS has - if any - will be eroded. Verdict All this is true, and this is part of what makes recommending or not recommending the 3DS such a difficult proposition. If the 3D effect doesn't work for you, then much of the initial appeal is gone, leaving you with an interesting console full of features that seems to be oversized by more powerful devices over the next 2 years. Given the price of hardware and software, that might not be enough, and there are times when the 3DS leaves us wishing nintendo had left the 3D trick on the table, and dotted with more obvious things, like increasing graphic power or a higher resolution screen. What we can say, however, is this: with Nintendo, it's never about the hardware, but about the crazy, magical software that could drag it out of it later. This was the case with the DS and the Wii, and may be the case with the 3DS as well. As strange as Nintendo's decisions seem now, in 6 months time it could all make perfect sense. Product photos by Rik Henderson. Written by Tobias Henry. Henry.

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