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## Write Click

By Chickytown - Posted Apr 22, 2004

G4TV STAFF

Our mailbox was burstin' with dozen of e-mails, so I decided it was time to answer your letters. I was pleased to discover that all of the e-mails were pleasant and kind. You are nice people. I like you.

### What's the Idea?

Chickytown:

How do you come up with your ideas? Do, you go by trends going on at the time or, do you just try to think "outside of the box"? With your articles do you find it hard to come up with new ideas or, do you just have them? Also, how long will the article writing be here? Will the articles be a perminant ongoing part of G4 or, is it just a temporary thing? I've seen one article in this board written by another author. Is that the only article that is going to be written by another or, should we expect more authors in the future?

--twister111

*Twister,*

*I do sometimes try to address trends, and I often write about current events, but what really counts is if I can figure out enough to say to fill an article, and if I can write that article in a relatively short amount of time. I get a lot of ideas I can't use, actually. So while it's not hard to come up with ideas, it is hard to come up with ideas that are feasible for me to flesh out in a feature.*

*The articles are here to stay. And yeah, we'll be adding more authors as we go along. We're pretty excited about that!*

### The Smartest, Coolest, Rightest Person to Ever Write to Feedback@g4tv.com

Hello there G4 peeps, Fang here to tell ya that I think the editorial section is a fantastic addition to the website. Chickytown and Lisa Weseman's articles are entertaining, informative, and downright funny. I hope it becomes a mainstay of the g4tv.com features! keep up the good writing, I'm looking foward to reading more of their work.

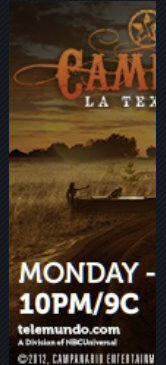
--Fang

p.s. Send pictures? my pic is on twinsens site, chances are ya saw my ugly mug already =)

*Fang,*

*Thanks for the kind words. Lisa and I are working on some new articles we think you'll like.*

*As for more pictures, I'm afraid for now you'll have to enjoy the ones currently in place in our articles. Lisa has quite a few in her [latest article](#). She's not vain, she just really likes images with her articles! Honest! The rumor that she has pictures of herself all over her*



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*apartment is not true! On the other hand, I am ridiculously vain, and yet allow hideous candid/self-taken images of myself to accompany my articles because I do not have a camera to take new pics. It's really shocking when you think about it. We really should have a photo shoot. Is Glamour Shots still around?*

The Love!

Response to [Game Tokens: Crazy in Love](#):

I have to say that the best things about games are feeling a sense how how much better you've become in a game and how lucky you really were.

Take FPS's, for example, Halo. I've beaten Legendary so many times that my family refuses to play on multiplayer with me; they can't win unless they spawn a few times while my shield is low. If I'm playing on Easy mode, I simply walk through the level and would have lost, at most, two bars of health because a mutated Elite of the Flood managed to sneak behind me on my blitzkrieg in the library. And the best part is going to a Halo party with 4 boxes, two teams, and everyone wants you on theirs. It's great despite the fact I have to go back and forth between teams because "it's not fair".

But aside from realizing how great my gaming skills beame in a particular game, there have been times when I look back and don't even realize how I did something. In the first Splinter Cell, there were many a time when I would have no bullets and I had to sneak behind some guy in a well lit area. How I managed to catch up to him without being heard and knock him out, I have no idea. And that's what makes it all the more exciting. I'm a newb when it comes to CounterStrike, but there were times when I'd be playing, look behind me to see some guy turning a corner and BAM! Headshot! It's an amazing feeling! For those who have played Halo, there are times when Covenant/Flood after another keeps coming and after a while of constant shooting and meleeing you're worn out. But then you look behind you as you advance to the next area and all you can say is "Wow." because you notice that there are bodies upon bodies and you're health meter is hanging by a thread, just as you notice your shield begins to rise. Gotta love that luck, baby!

--Stranger1623

*Thank you, Stranger1623, for sharing what you love about games. I'd like to encourage everyone to share their opinions or thoughts about any of our articles in a letter to [feedback@g4tv.com](mailto:feedback@g4tv.com).*

Two pages of letters left!

**Dodged the Old Fart Tag Again! Whew!**

Response to [Nostalgic for Innovation](#)

Jenni,

I'm writing to tell you that you are by no means an old fart. I'm seventeen and could not agree more with your latest article. I've been playing games since my neighbors had a NES and I would make up excuses to visit them, and when I got a Super NES my gaming addiction grew pretty out of control. I enjoy playing Halo deathmatches as much as the next seventeen year old boy, but I get seriously depressed when I think about the current state of video games. I think I enjoyed it more when graphics were 16 bits and the developers thought more about creating awesome side scrolling gameplay than awing gamers with visuals. Now that gaming is becoming more socially acceptable with Madden and FPS games on the rise, the gaming industry is resembling the music industry. Too many games are put out with little or no creativity, and thousands of kids buy them because games with guns are "sick," and Link is a wimp in tights. I hope I never see the day when G4 becomes MTV and I'm forced to turn to G4-2 for some video game information.

Games now have to be realistic to sell to non gamers. I tried to play my Mega Man X games with some friends (who usually only play Halo, SOCOM, and Madden) and they complained that the games were boring, unrealistic, and the graphics were bad. I almost kicked them out of my house. I guess some people enjoy super stealthy games like SOCOM, but if I'm playing a video game I'm not exactly looking for realism, otherwise I'd do something real. I'm beginning to think that the only way the overall quality of video games

will improve is to wait out this phase. When the masses finally get bored of their twelfth uninspired Halo ripoff (by the way, Perfect Dark is way better than Halo), the market will hopefully decline and the less talented developers will go out of business (sorry.) The industry will be forced to put out quality, innovative games for the truly loyal and faithful fans. Ubisoft (with such games as Prince of Persia, Beyond Good and Evil, and their shooters which actually sell) and Nintendo seem to be putting out the most innovative games right now despite Nintendo's lack of sales. Nintendo will always hold a place in my heart because they are all about gameplay, not about putting a giant "N" jewel in the middle of a gargantuan controller.

Anyway, I apologize for rambling, just wanted to show some support. Keep up the good work.

Jack Pierce

*Jack,*

*I'm thrilled (yet somewhat astonished) to learn that there are teenagers who feel as I do. You give me hope for the future, not just 'cause you agree with my gaming ideals, but also 'cause you wrote a really great letter. I really was starting to be worried that all gamers wanted these days was style and not substance. Yay Jack Pierce! Here's another letter from someone who agrees with me and Jack:*

Having read through it, I wish to reassure her that she is most definitely not alone. On the forum that I run, we've been talking a lot about the lack of innovation in current games. Upcoming games such as Half-Life II and Doom III fail to excite us, simply because we've already been there and done that. We can't think of any upcoming games that are uniquely different or genre-busting...the type of games that we used to eagerly look forward to. WarioWare for the GBA was a wonderful game that failed to fall into a genre, and rightfully so. It was uniquely different...offering a new kind of gaming that we've all sorely missed. But WarioWare is only one game and can't support the entire industry. Upon looking at the screens of the upcoming next gen game, we are definitely not impressed. Looks like the same kind of game, just on a new platform. I might have to skip a generation this time around and stick with my current consoles. I just don't see a reason to upgrade this time around.

Anyway, she's definitely not alone in any sense of the word. There are thousands of people that agree with you. Unfortunately, there are millions more that don't and will suck up sequel after sequel. 2004 has been dubbed the Year of the Sequels with good reason...that's all that we see coming up. But I still cross my fingers and hope for something uniquely different...something that brings back the days of the quirky Dreamcast game.

--Wes

*Wes,*

*Okay, still thrilled. It makes me feel so much better to hear that other people are also tired of the same ol' stuff over and over again. I am always delighted when some truly different game pops up...but that happens so rarely these days, and as you said, it really does seem like all the games coming up soon are sequels. I don't hate all sequels, but it does sometimes seem like that's where all the development dollars and efforts are being channeled. My fingers are crossed for unique games to come out soon, too. Maybe if all of us disgruntled, dissatisfied types can cross our fingers at once, it will be like clapping for Tinkerbell or whoever, and innovation will come back from the dead.*

#### **Another Extremely Wise and Insightful Reader**

Response to [Game Tokens: The Future is How?](#)

Great article i thought it was kinda funny. it showed how simple it is to predict certain things,

and the vagueness that goes along with that to ensure that they're never totally wrong. Anyways props to the author, she deserves a raise no matter how much money she's already making.

gamepro/chesspro

*gamepro/chesspro,*

*Of all the letters we got, this is probably the one I agree with most. One passage in particular stands out, "she deserves a raise no matter how much money she's already making". Genius! You really got to the heart of the matter there. Let me just quote that one more time: "she deserves a raise no matter how much money she's already making". Ah! Beautiful! Like poetry! Brings tears to my eyes! So moving, so lovely. Thank you so much for writing in! Props right back at ya, my friend. Big Props.*

## **Much Love to the Big N**

Response to [Game Tokens: Playas, Why You Hatin'?](#)

Jenni Villarreal

You are dead on! I have been a bit of a Big N fanboy for many years... there have been the occasional Sega or sony product in the house (along with an atari that I might be buried with) but I can't for the life of me figure out why it is cool to hate nintendo? They have given us (us being the gaming community) so much for so long. How many of the top selling games of all time are from nintendo? I love their systems and hope that maybe they will become "hip" again some time soon although that is not usually the trend.

Anyway, here is a picture of an up-right arcade system that I have made my Gamecube into. The cube is in the top coin door and the bottom coin door stores games. Then I re-routed the extension cables so games that are not compatible with the joystick can still be played. I created all the graphics and made sure that the gamecube sign on top lights up. I will always support N!

Thanks,  
Martin Reinhart - fanboy

▣

*Martin,*

*I don't know why it's so cool to hate Nintendo, either. Sometimes I think it's because some "gamers" associate Nintendo with the games of their youth, and they're so desperate to be grown-up and tough that they feel the need to turn on what they loved as a child, to prove that they're beyond all that. Or maybe cartoony characters make young men feel bad about themselves, though they seem to have no problems watching cartoons. Or maybe they don't really like playing games so much as they like being violent and destructive in a socially acceptable manner. Whatever the case, there are a lot of people who love to bag on Nintendo, and that will probably never stop. I agree with you--they've given us a lot. But I guess for some people, that's not enough. Anyway, love your arcade cabinet! Looks like it took a lot of serious effort. Well done.*

to make u happy, ur wonderfull,) I was very happy when u complimented nintendo because almost EVERYBODY hates or complains about nintendo,or at least the people I know...., and I find it if rather anoying so....

THANK YOU!

Jacob Aanenson

*Jacob,*

*Thank you. You're wonderful, too! I find those people who hate Nintendo annoying, as well.*

## Uhh...Okay

I'm not sending this as an article!!!! i just can't find another E-MAIL address pertaining to G4 so im E-Malling u. sorry but i'v got my team set up and i want to know how to get on it!!!! i also want to know the age limits (if there r any) so E-MAIL me back if u have a answer!!!! PLEASE TELL ME!!!!!!!!!!!!!!!!!!!!!!

XXXXXX

XXXXXX,

*Each of our **shows** has an area on the website of their very own. **Arena's page** has a **link** to a form that people 18 and over can use to sign up for the show, for example. They also happen to have a **Hall of Champions**. I know, pretty cool. We're awesome.*

That's it for this month's letters column. If you have something to say, be sure to e-mail us at [feedback@g4tv.com](mailto:feedback@g4tv.com). We'd love to hear from you!

 **Comments are Closed**

## Comments

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