

Activision and EA decide Wii owners should pay a premium on music games too.

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Unfortunately this isn't some sort of hallucination. If you want your music games this fall for the Wii you'll soon have to pony up some extra money to get them.

Since the launch of this generation of consoles PS3 and XBOX 360 gamers have gotten used to higher a \$59.99 price point for most new games. Now it seems the Wii may soon join them. Your typical Wii game costs usually no more than \$49.99 on the high end of the spectrum unless it bundled with something extra like Wii Fit, or EA Sports Active. Usually games on the Wii are priced on par with their PS2 counterparts since usually both versions are developed with similar graphics and memory limitations. It looks like with both The Beatles: Rock Band and Guitar Hero 5, EA and Activision believe they can command a higher price point for their games. [Gamestop](#) , [Best Buy](#) , [Newegg](#) , and [Amazon](#) among others are showing the Wii game-only versions costing around \$59.99, the same as the XBOX 360 and PS3 versions. This will be the first time the Wii has had games retail for a \$59.99 SRP price point without including a bundled accessory. Both games are due out in September.