Nintendo announces VR gear . The screen consists of a 4-hit monoecently Nintendo unveiled its new 32-bit hand-held unit at the Shoshinkai chrome display, using Red. Black and White show in Japan. Garne Players has LEDs. Nintendo chose LEDs because they been following the system since October of

last year and now can confirm the many rumors that have been floating around. The system now officially called Virtual Boy, will retail for around \$195. Here are the facts we know already . The system will utilize a technology called 'private eye' consisting of 300 LED's and an

oscillating mirror. The LEDs are scanned at 60 lines per second to produce a stereoscopic image. The technology is contained in a view master-like housing

. Players view the Virtual Boy from about arms length, just like a Game Boy. Nintendo chose this format because so little is known about virtual reality HMD's (Head-Mounted Displays) and their side effects

bit graphics processor.

. The system will have a 32-hit CPH and a 32-

have a low power consumption - and that means longer game time. . The system has been in development for

over a year, and after it was acquired from an American company by the Japanese branch of Nintendo it was refined again by Nintendo's engineers. The original system was shown on a COMPAO computer with an HMD: it ran a very preliminary helicopter program. The American office wasn't prepared to market the product.

. Using 4-bit gray scale graphics, the Virtual Boy has blazing fast graphics equal to a 64-bit machine . Finally, keep an eveball peeled for

games that feature first-person perspectives. like Faceball 2000, Doom or flight-sims to be produced

exclusively for the unit.