



This Virtual Boy screenshot reminds us why the console suffered a painful death. What were Nintendo thinking?

## The Future

With Sega's Dreamcast already available in Japan, and Sony's recent release of the impressive specs for their Playstation 2, all eyes have turned to Nintendo. Although they have been reluctant to announce any firm plans about the tentatively titled 'N2000', Nintendo have confirmed that the design of the machine is well under way and that third party programmers are already using development kits to design software specifically for it. The company responsible for designing the machine is new player called Art-X. They are an off-shoot from SGI who designed the N64.

Naturally there are more rumours flying around than ever before. One source has stated that this will be the machine that finally sees Nintendo abandon cartridges in favour of Digital Video Disks (DVD). The advantages of this format mean that not only will there be over a hundred times more room for game data, but developers will also be much more willing to produce games for Nintendo because producing the disks is so much cheaper than cartridges. Another advantage is that it's very likely that the new Nintendo machine will include support for the rapidly growing range of movies available for DVDs. From all the indications it looks like Nintendo are making sure that their machine will have every advantage the Playstation 2 has, and more.

When can I get my hands on one of these babies I hear you ask. Well, currently it looks like Nintendo could be aiming for a release as early as Christmas 2000 in Japan and mid 2001 for the rest of the world.

The latest rumours also suggest that Acclaim's upcoming Turok 3 may be one of the launch titles for the N2000. Dinosaur hunting in the jaw-dropping glory of 30 million polygons a second. Give me a second while I wipe the drool of my keyboard. Whatever Nintendo have in store, you can be sure it will again break all the moulds and redefine the term 'gaming'.



## Virtual Boy

Nintendo have managed to consistently produce highly successful consoles but even they can't deny that there is one release they wish they could forget. In August 1995 the popularity of the SNES was declining and in an attempt to rekindle the public's interest, Nintendo released the Virtual Boy. It was a 32-bit hand-held system that used 3D graphics and a unique system whereby you strapped on a pair of goggles to play the games. The idea was that no matter where you were, you could just pull out the goggles and control pad and start playing. As if the idea of wearing this ridiculous contraption every time you wanted to play a quick game of Mario wasn't enough, Nintendo foolishly decided to design the graphics entirely in different shades of red. Yes that's right. The 3D graphics were composed entirely of different shades of red. The console was greeted with overwhelming disinterest by the gaming public and sold in smaller numbers than autographed copies of Kevin Costner's latest movie. Naturally, the executive responsible did not stay with Nintendo for much longer, and has since moved on to an illustrious career that involves asking "would you like fries with that". After the reception it received overseas, Nintendo wisely chose not to even bother releasing the Virtual Boy in Australia.

