

Virtua Fighter 2: state of the art in arcade action and Sega Japan's flagship title, due for US release in early 1995. Sega's AM2 board delivers 300,000 texturemapped polygons, 60 frames per second. See page 63 ¥600 £4 DM9 0 71486 02585 6

\$4.99 US \$4.99 Canada

VR32: a clearer picture emerges Nintendo's 32bit 'Virtual Boy' is

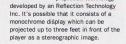
scheduled for worldwide shipout in April next year

The Harumi International Trade Center is

where the VR32 will make its debut

ince its announcement in April. Nintendo's 32bit VR32 system has been the subject of much speculation, conjecture and general misunderstanding. Nintendo plans to dispel all preconceptions when it unveils the hardware at the Shoshinkai show in Tokyo on November 15, a full six months before it is expected to go on sale.

> are still elusive, but it is now believed that the VR32 'Virtual Boy' will be a portable, batteryoperated unit which accepts cartridges and will either be attached by (see below), or come as on an oscillating mirrorgenerated stereoscopic projection technology



Pin-sharp details a lead to a visor headset a lap-held integrated unit. The display will be based



Deep in its Kyoto HQ, Nintendo is working what could be its next big success

The second company, a Redmondbased (think about it) outfit called RPI, was known to hold some important VR patents. The technology had never been seen in public, however, and the company was known to have been involved in serious negotiations with another major hardware manufacturer. Whether 'Virtual Boy' will feature a

tripping over the dog, falling in the bath, etc. But a conflict of interest (Virtual IO

is developing an HMD for TCI's Sega

Channel) presumably stood in the way.

Before news of

Nintendo's deal with

uses 'non-immersive'

technology - that is, it's

through the HMD, which

reduces the dangers of

possible to see around and

HMD is still the major undisclosed issue. Many pundits believe Nintendo will shy away from a HMD for fear of notentially massive health risks (anyone remember Steve Martin in The Jerk?), but the financial incentives for producing the world's first half-decent VR setup may be

> The alternative, viewed-from-adistance lap-held integrated unit seems a lot more likely. Expect the full NEXT







nese magazine The per Famico recently printed this much resemblance this bears to the *real* VR32 is still unknown