

WAY OUT WEST

Nintendo's 32-Bit 'Virtual Reality'

Nintendo's 32-bit VR machine has been debuted in Japan, so, in something of a jet-set marathon month, TOTAL's roving American reporter went out there to see it. There were no cameras allowed (an embarrassing body search incident ensued) but I can now tell you exactly what it looks like. First, it won't look anything like what lots of other people have been saying it'll look like, so here's the basic info:

- It will be a portable, self-contained machine.
- You won't need a television to make it work.
- It won't project a holographic image in any way.
- It won't work via a headset, so you won't look incredibly stupid!
- The 1-bit, monochrome flat panel display will use electro-luminescence or an inexpensive LCD display. It will produce a three dimensional stereographic image using a special 3D processor called a GLINT chip.
- The screen resolution will most likely be set at 600 x 400.
- The actual screen image will appear to be three-dimensional and could possibly seem to be as much as three feet deep.
- It won't resemble a floor-based rifle
- The machine will be on show, in all its glory, at the January Computer Entertainment Show in Las Vegas (I'll be there to bring you more news!)
- It'll be in the US shops by spring '94, and will set you back about \$250 (which is about 200 quid thanks to our current exchange rate).
- It's not at all bad!