

The future of interactive entertainment

UK edition December 1994 £three ^{¥2100}_{\$ten}

EDGE

Sony ■ Sega ■ Nintendo ■ 3DO ■ PC ■ Amiga ■ Atari ■ SNK ■ Arcade ■ NEC ■ CD-i



Neo-Geo CD

The world's most powerful cartridge arcade system has been reinvented

(and now you can actually afford the games)

Voted
Magazine
of the year



Industry awards

SNK's new CD-ROM machine is coming to the UK. For the first time, the Neo-Geo's superb arcade games will be within the reach of most players. Edge tests the first machine to hit these shores

Future
PUBLISHING

Issue fifteen

15



9 771350 159007

VR32: a clearer picture emerges

Nintendo's mythical 32bit VR system is scheduled for worldwide shipout in April next year

Since its announcement in April, Nintendo's 32bit VR32 system has been the subject of much speculation, conjecture and general misunderstanding. In November, the company will 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 onsale.

Pin-sharp details are still elusive, but it is now believed that the VR32 will be a portable, battery-operated unit which accepts cartridges and is attached by a lead to a set of goggles. The display will be based on new projection technology developed by an American company; it's possible that it consists of a monochrome display (visions of a VR Game Boy spring to mind) which can be projected up to

three feet in front of the player as a stereographic image.

Although the identity of the US company has not been disclosed, some pundits believe that Nintendo has tied the knot with an unknown startup possessing proprietary

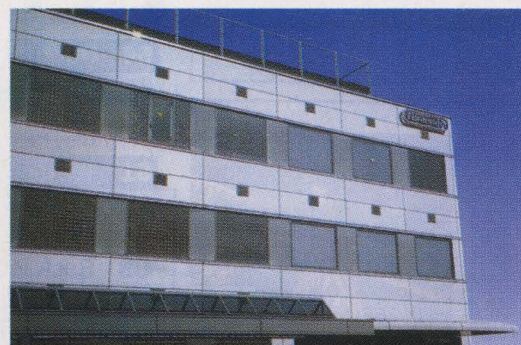
technology. However, **Edge** has learned of two established VR players that could be involved.

The first is Virtual IO, manufacturer of fully engineered HMDs that use 'non-immersive' technology – that is, it's possible to see around and through the HMD, which reduces the dangers of tripping over the dog, falling in the bath, etc. The only fly in the ointment is that a possible conflict of interest exists: Virtual IO is developing an HMD for TCI's Sega Channel.

The second company, a Redmond-based (think about it) outfit called RPI, is known to hold some important VR patents. The technology has never been seen and the company is known to have been involved in negotiations with a major manufacturer.

Suggestions for the CPU have included 3D Labs' GLINT chip (see page 16) and NEC's V810 or V820 processor (more likely).

Nintendo had claimed that, as well as the VR32, Shoshinkai would be the venue for the unveiling of the Ultra 64. Now **Edge** has learned that only graphic demos will be shown, including glimpses of *Mario* and *Zelda*, Ultra-style. Still worth a trip.



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



The Harumi International Trade Centre is where the VR32 will make its debut

i wish...

Both joygloves and voice recognition are standard features of the machine, as is a satellite interface that links you straight into the global network.

With virtually every major manufacturer committed to supporting the Gamegiant as the world's standard games machine for at least the next five years, and with such powerful, all-singing, all-dancing hardware a reality, will we now see the games developers stop spending their time enthusing over clever new 'Wowee! Gosh!' technical advances and concentrate on the game itself? I certainly hope so.

Mike Singleton started his programming career with Space Ace on the Commodore Pet. He is best known for the long-running *Lords Of Midnight* series on the PC.

In Berlin last night the Gamegiant was shown to the world's press for the first time. It truly is an awesome machine. At the heart of it is the OPC42, an optical processing cube which gives the Gamegiant massive parallel computing power – the machine can raytrace up to 200 million pixels per second in true 24bit colour. The Gamegiant unit itself is no bigger than a cigarette packet and can fit snugly in your shirt pocket. The Gamegiant's 3DShades™ give an intoxicating million-pixel resolution per eye and the Sonic Headband creates a depth of sound that rockets you into another world.

Mike Singleton



Fortnightly Japanese magazine 'The Super Famicom' recently printed this artist's impression of the VR32. It's a reliable indication of what Nintendo has in mind

