As you can see from the

do have finally nveiled the legendary rtual Boy! After the concept of a 32 bit system has been touted around for something like a year, most people (including the going to be a head mounted display, like the VR machines you find in arcades.

pictures, that isn't quite the case. Yes, the Virtual Boy has twin monitors, that you stare straight into, just like a

and at the moment the early pre-release unit simply sits on a table top. You have to lean over and peer into it, like those saucy picture shows Victorian gentlemen would often peruse, but this time it's not such a cheap thrill Nintendo are working on a shoulder-strap to enable the gameplayer to move around as they're

playing the 3D games. Teleroboxing would be espe-Left: Try to imagine this lot as a red 3D outline on a black screen. Intrigued?

cially good for that.



down into the Virtual Boy.

The display unit used comprises of two near identical monitors, each displaying a red image on a black screen. Both images are slightly different, and when brought together, produce a 3D

illusion, previously known as stereoscopic 3D. One possible problem is that with this (not quite finished) version it seems that much of the 32 bit processing power is taken up with displaying two

The Virtual Boy boasts one of the best joypads ever. Attached by a couple of cables to the main

Space Pinball: Looks pretty odd when it's still, but when it's in action, erm, it's still odd.



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## VIRTUAL BOY Tech specs The technical specifications of the Virtual

Boy are a pretty closely guarded secret d Nintendo, protective as ever ver their new products, tainly aren't saying what ks inside the machine at this point, but as ever,

TOTAL! has the wdown, and were you to take one of the litt suckers apart, you might find it looks omething like this:

The Virtual Boy al nly won't look like this Main CPU: 32 bit NEC processor, either a V810 or V820

own custom unit

play unit: Twin

ing reflection tors, comb ge to produce reoscopic 3D Joypad: Eight butto left or right hand Battery life: Seven to ight hours of play.

unit, its twin pistol grips and double movement key e comfortable for left or right handed players ovative button positioning and design mean hat even though the games themselves aren't

In an innovative departure from traditional

colvoon-based 3D. Nintendo are developing a bunch of new games, and so far they all s multi-million seller, Mario Bros. Space Pinball is oddly 3D in

ok 'odd'), and Teleroboxing is fairly similar to the tremendous Punch Out, but the characters These three are the first batch

are mounted

and we were surprised the games were shown at this early stage - they're not finished and it's unlike Nintendo to let folks like us get our grubby mitts on their stuff 'til it's the unit, and like the Game Boy it's stereo, but will hopefully sound a little more impressive than the Game Boy because of the way the larger s

All in all, the Virtual Roy is a bit of a strange case It's already being referred to as the "Japanese Product" by certain parties, and there's no official UK release date announced yet.

However, if you remember, the Game Boy got mixed reactions when it was launched, and the new VR32 system will be backed up by more plenty more new games when it is unveiled in the

USA later this month. Atko will dig out more details for his investigation

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The Virtual Boy's Telerobox er 3D version of Punch Out.