

# PLANET VIRTUAL BOY

Virtual Boy | 20th Anniversary | Celebration

## VIRTUAL BOY SPECS

- **CPU:** 32-bit NEC V810 RISC (20MHz)
- **RAM:** 1Mb DRAM 512kb P-SRAM
- **Colors:** 4 colors/32 intensity levels
- **Resolution:** 384x224 pixels
- **Screen:** 2 RTI light-emitting LEDs
- **Sound:** 16-bit stereo

## CARTIDGE SPECS

- 128 MBit addressable ROM space
- 128 MBit addressable RAM space
- 60-pin connector
- Toshiba TC538299AFT and TC5316200AFT ROM chips in 16 bit mode.



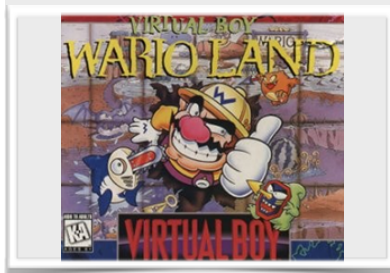
## A BRIEF HISTORY

Originally known as the VR-32, the Virtual Boy was Nintendo's 32-bit video game console with 3D capabilities. It was marketed as the first "portable" video game console capable of "true 3d" gameplay. Released on July 21, 1995 in Japan Nintendo eagerly awaited lines of people eager to buy the new system however, they were met with an underwhelming response and sales figure. On August 14, 1995 the Virtual Boy was released in North America at a price of around US \$180. Nintendo was hoping the North American release would prove better than its Japanese release but it never seemed to catch on. Despite numerous price drops, people still showed little to no interest in the console. Many consumer complaints were due to it being a red and black only, display. This was done in order to keep costs down and make it something everyone could afford



## TOP 5 HOMEBREW GAMES

1. Fishbone
2. BLOX/BLOX 2
3. Hyper Fighter
4. VUE Snake
5. Game Hero



## TOP 5 OFFICIAL GAMES

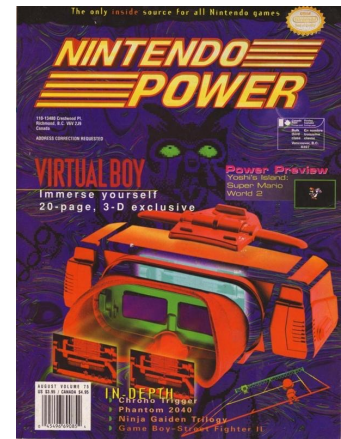
1. Virtual Boy Wario Land
2. Jack Bros.
3. Red Alarm
4. Galactic Pinball
5. Vertical Force

and enjoy. This reason wasn't good enough for consumers though. Aside from the display lacking full color, there were warnings accompanied by it that told of possible eye issues when used by children under 7. This was over hyped by media and parents and only cemented the system's fate. Nintendo

discontinued it on March 2, 1996 resulting in no other release for the system and its games to the rest of the world.

## 20 YEARS LATER

Despite the system officially being discontinued, the Virtual Boy lives on in the shadows of the gaming community, still trying to overcome its past and bad stigma. With new VR





## FUN FACTS

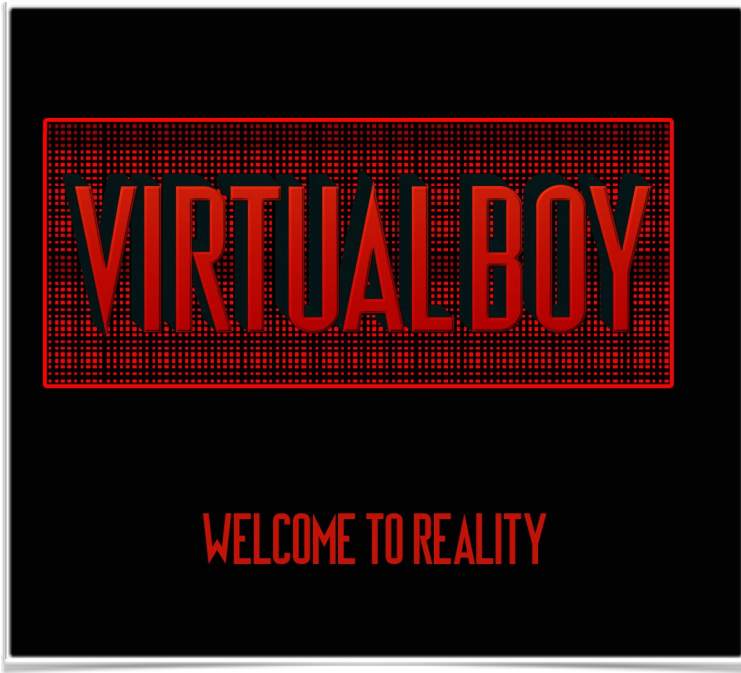
- Gunpei Yokoi, (creator of the Game Boy and Game & Watch handhelds) was the team leader for the project. He was not forced to leave after this project. He intended on leaving before the project started and as a parting gift created the Gameboy Pocket.
- Approximately 770,000 units were sold in total. Only 140,000 were bought by those in the United States and Canada
- The technology was not originally developed by Nintendo. It was purchased from a company called Reflection Technologies Inc. They previously tried to sell it to competitors like SEGA
- Over 100 games were said to be in development (some even close to being finished) for the system before it was discontinued

technology coming to regular consumers, everyone can't help but remember the humble beginnings of the Virtual Boy. Nintendo's, "failure" with the Virtual Boy was actually a hidden success for them and the gaming community as a whole. Their mistakes with the console gave them a list of things to work on or avoid in the future and with that, Nintendo brought us the 3DS, Oculus brought the Rift, and SONY has Project Morpheus. Who knows what's next?

Talented enthusiasts are still breathing new life into the system via demos, homebrew games and more! By now you can find more homebrew content than officially released games and many of them are great fun and fantastic quality. Richard Hutchinson created the only flash cart for the Virtual Boy known as the FlashBoy Plus. This allows you to experience homebrew titles and official titles all from one cart. One game has to be flashed at a time but it is well worth adding to your Virtual Boy collection.

YouTube personalities have brought the spotlight back onto





the system as well. Though many of the videos you find only regurgitate the same negativity and sensationalized claims of headaches, it causes people to become curious about the system and want to try it for themselves. Some of the people that see the videos (myself included) go on to become huge fans of the console and begin projects on it only pushing the popularity of the system up again. With that said, start up your Virtual Boy games and WELCOME TO REALITY!

**Sources:**

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2. <http://www.planetvb.com/modules/hardware/?type=flashcarts&v=fb>
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