
Subject: The Revolution controller
Posted by [Scythar](#) on Fri, 16 Sep 2005 08:27:05 GMT
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<http://www.1up.com/do/newsStory?cld=3143782>

Video: http://media.cube.ign.com/articles/651/651334/vids_1.html

Interesting, I would say. As always when it comes to Nintendo, I suppose. We'll see how it catches the masses.

Subject: Re: The Revolution controller
Posted by [Jecht](#) on Fri, 16 Sep 2005 08:52:06 GMT
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How can you play console games with that?

Subject: Re: The Revolution controller
Posted by [Scythar](#) on Fri, 16 Sep 2005 08:57:29 GMT
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Why not? FPS games should be a lot easier now that you can actually aim with your hand instead of an analog stick. And since it has motion detector, you can use it as a sword, for example. Just swing your arm and cut them up. It can also be turned sideways to resemble an old fashioned pad. You can attach special devices to it through the plug in the end too.

Subject: Re: The Revolution controller
Posted by [bandie63](#) on Fri, 16 Sep 2005 10:43:32 GMT
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Eeeeeewwww....

Subject: Re: The Revolution controller
Posted by [Dr. Lithius](#) on Fri, 16 Sep 2005 10:50:11 GMT
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Silly little Nintendo. . . Always focusing on hardware, never truly paying attention to software. . . All and all, though, I've gotta say that at first, my reaction to the controller was "What on Earth?!" After a few moments and some light reading, however, I think I can see how playing a game with that would work. I dare say I even dig the concept.
Scythar wrote on Fri, 16 September 2005 01:57FPS games should be a lot easier now that you

can actually aim with your hand instead of an analog stick.. .holy crap, that's going to be a freaking blast. Not even the PC has a game that combines a first-person shooter with a lightgun game. Think of the possibilities!

Subject: Re: The Revolution controller
Posted by [danpaul88](#) on Fri, 16 Sep 2005 11:15:56 GMT
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interesting, but without good games to go with it it will be another failed product

Subject: Re: The Revolution controller
Posted by [Oblivion165](#) on Fri, 16 Sep 2005 14:07:14 GMT
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First thing i thought of was that jaguar system that used a controller. Biggest bomb in history. (if i remember correctly)

Watching the footage, it looks promising but you will need a huge tv, and lots of room between you and other players.

"My eye!"

Etc

Subject: Re: The Revolution controller
Posted by [Gernader8](#) on Fri, 16 Sep 2005 17:31:48 GMT
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I find the design a welcome change to the controller market. Yes, it is a crazy idea, but if you think about it, the possibilities are endless. If you do notice the port on the rear of the controller is a expansion port. So that means there may be other uses for it, just not for the analog stick control.

danpaul88 wrote on Fri, 16 September 2005 07:15interesting, but without good games to go with it it will be another failed product

The Metroid and Resident Evil Games will most likely be the largest users of the FPS function of the controller. You cannot tell me those are not good games.

Subject: Re: The Revolution controller
Posted by [Lijitsu](#) on Fri, 16 Sep 2005 17:42:49 GMT

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My first and final thoughts for that controller are: "It's a friggan remote! What the hell, how do you play games with a remote?!"

Subject: Re: The Revolution controller
Posted by [cheesesoda](#) on Fri, 16 Sep 2005 17:43:58 GMT
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I think the concept is ridiculous. I read this article earlier, and while I agree that it does have possibilities, I think it's a little too hasty to make this their official controller. They should just try and stick with what works, but maybe release it as an alternative controller. Yes, I do see some usefulness to it, I just see it as a flop. I mean, I have absolutely no desire to use a remote to play a game. I just see it too hard to adjust to, and plus, still to this day I miss certain numbers on my actual remote control, so I can see myself messing up even more often while playing a game with that controller.

Subject: Re: The Revolution controller
Posted by [Sir Phoenixx](#) on Fri, 16 Sep 2005 18:15:58 GMT
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I think that games made for this "remote controller" will have some unique and different gameplay, but this controller design is no where close to being revolutionary. It's just a light gun shaped like a remote control that you can plug normal controller parts into.

Sony's Eyetoy for the PS2 is a more "revolutionary" way to interact with games then the Revolution's remote controller.

This controller should be an alternative controller, while a normal controller is the primary for the games (so people can play the games normally, and if they want they could play them with the remote), or like the Eyetoy, only for certain games.

Subject: Re: The Revolution controller
Posted by [Renx](#) on Fri, 16 Sep 2005 18:47:39 GMT
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With the way they're planning to use it, I don't see anything wrong with it. You could even get a left handed version and play against yourself

Subject: Re: The Revolution controller
Posted by [Scythar](#) on Fri, 16 Sep 2005 19:00:58 GMT
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j_ball430 wrote on Fri, 16 September 2005 13:43 I think the concept is ridiculous. I read this article earlier, and while I agree that it does have possibilities, I think it's a little too hasty to make this their official controller. They should just try and stick with what works, but maybe release it as an alternative controller. Yes, I do see some usefulness to it, I just see it as a flop. I mean, I have absolutely no desire to use a remote to play a game. I just see it too hard to adjust to, and plus, still to this day I miss certain numbers on my actual remote control, so I can see myself messing up even more often while playing a game with that controller.

Sticking up with what works has never quite been Nintendos thing. Let's not forget that it was Nintendo that came up with joystick, d-pad, analog sticks, and wireless controllers first, others have just been following their footsteps. Most innovations in todays controllers are Nintendos original inventions.

There's one thing I'm very curious about. If Nintendo comes up with nicely priced 3D-glasses, this controller might just bring that true 360° virtual reality we've always been dreaming of a little closer. With this controller, the concept might finally work to some extend. Of course it would have to be modified, but what I'm trying to say is that if consumers adopt this mobility the controller brings (Using both arms and thus the whole upper body as the input device instead of your fingertips), the concept will be used a lot in the future....you just never know.

Subject: Re: The Revolution controller
Posted by [God of Death](#) on Fri, 16 Sep 2005 19:17:59 GMT
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It is to hard to tell right now how it will do, but it at least has me very interested.

Subject: Re: The Revolution controller
Posted by [Dan](#) on Fri, 16 Sep 2005 21:38:25 GMT
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Well it certainly is, well, interesting. Although it could take a bit of getting used to, it would certainly be different to what we have at the moment. I'd like to try out a game where you weild a sword, that should be fun. Looks like some require the joystick that you hold in the other hand.

Fear the Remote Control of Doom!

Subject: Re: The Revolution controller
Posted by [Renx](#) on Fri, 16 Sep 2005 21:56:39 GMT
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I think it'll feel somewhat like using a mouse. Anyone that prefers PC games, or just playing games on a PC, should welcome this with open arms.

Subject: Re: The Revolution controller
Posted by [DrasticDR](#) on Fri, 16 Sep 2005 22:17:15 GMT
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I only fear for the person sitting next to me if I am waving my arm around like a windmill.

Subject: Re: The Revolution controller
Posted by [cmatt42](#) on Fri, 16 Sep 2005 22:35:00 GMT
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Joseph Collins wrote on Fri, 16 September 2005 05:50All and all, though, I've gotta say that at first, my reaction to the controller was "What on Earth?!" After a few moments and some light reading, however, I think I can see how playing a game with that would work. I dare say I even dig the concept.

I had similar reactions. Although, I still like to hold my controllers with both hands.

Subject: Re: The Revolution controller
Posted by [Chronojam](#) on Sat, 17 Sep 2005 02:38:24 GMT
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Responding to what RenX said, don't forget that this will work as an infinite-axis "mouse" with rotational detection.

You can move it around in the air as if you were moving a mouse, but also move it up and down and turn it pitch/yaw.

Don't tell me that's not full of possibilities.

Subject: Re: The Revolution controller
Posted by [Oblivion165](#) on Sat, 17 Sep 2005 02:59:37 GMT
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I really liked the sword fighting and how the guy put the attached joystick behind the controller to make a rifle.

Kick ass.

Subject: Re: The Revolution controller
Posted by [Scythar](#) on Sat, 17 Sep 2005 07:18:28 GMT
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cmatt42 wrote on Fri, 16 September 2005 18:35 Joseph Collins wrote on Fri, 16 September 2005 05:50 All and all, though, I've gotta say that at first, my reaction to the controller was "What on Earth?!" After a few moments and some light reading, however, I think I can see how playing a game with that would work. I dare say I even dig the concept.

I had similar reactions. Although, I still like to hold my controllers with both hands.

It can be used sideways like a normal pad too. That's when the lower buttons become useful.

Subject: Re: The Revolution controller
Posted by [Aprime](#) on Sun, 18 Sep 2005 17:15:20 GMT
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gbull wrote on Fri, 16 September 2005 04:52 How can you play console games with that?

Dreamcast Controller + TV Remote + Gamecube Controller = this.

It's a mock-up made by IGN, I know... But most likely the old Gamecube controller will be the shell of the VMU-like controller Nintendo came up with.

Subject: Re: The Revolution controller
Posted by [Jecht](#) on Sun, 18 Sep 2005 18:08:46 GMT
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That's pretty cool. I probably still won't get it though. Next Gens are too expensive.
