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Subject: Re: The future of 3D gaming?

Posted by [R315r4z0r](#) on Tue, 25 Dec 2007 03:58:42 GMT

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There really isn't any way to explain it... he showed it plain out. He said, and I quote:

"This is what it looks like without the "head tracker""

"This is what it looks like with the VR "head tracker""

And to the guy who said he didn't like Wii cause you need to move around, that isn't true. There are plenty of games out there that don't require you to get up and move. Zelda, believe it or not doesn't require you to move much.

All you really need to do is flick your wrist to swing the sward and point at the screen to shoot the bow.

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