

Nintendo Wii controller set for launch

While it resembles the humble TV remote, Nintendo's new game console controller aims to bring a whole new audience to gaming. Using tilt and motion sensors, the "Wii Remote" controller lets players manipulate on-screen action by physically moving the device

Built-in tracking sensor

Trigger button for index finger

Gameplay:
Cast off like a fishing rod to catch virtual fish, or wield like a sword in combat game

Thumb buttons

Built-in speaker

Lights indicate player to which controller belongs

Controller turns 90 degrees like original Nintendo joypad

Extension port for add-on hardware

"Nunchuk" analogue stick:
Two trigger buttons enable more control

Position tracking: Sensor bar placed near TV has a range of five metres
Sensor tracks orientation and tilt of controller for extreme fine control

Both controllers have built-in rumble function

Evolution of Nintendo



1983: NES*

1990: Super NES

1996: Nintendo 64

2001: Gamecube