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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.

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