Press Contact:

Michele Wyman, GolinHarris
415-274-7911
mwyman@golinharris.com

Launches:	2012
Size:	Approximately 1.8 inches tall, 6.8 inches wide and 10.5 inches long.
New Controller:	The new controller incorporates a 6.2-inch, 16:9 touch screen and traditional button controls, including two analog Circle Pads. This combination removes the traditional barriers between games, players and the TV by creating a second window into the video game world. The rechargeable controller includes a Power button, Home button, +Control Pad, A/B/X/Y buttons, L/R buttons and ZL/ZR buttons. It includes a built-in accelerometer and gyroscope, rumble feature, camera, a microphone, stereo speakers, a sensor strip and a stylus.
Other Controls:	Up to four Wii Remote™ (or Wii Remote Plus) controllers can be connected at once. The new console supports all Wii™ controllers and input devices, including the Nunchuk™ controller, Classic Controller™, Classic Controller Pro™ and Wii Balance Board™.
Media:	A single self-loading media bay will play 12-centimeter proprietary high-density optical discs for the new console, as well as 12-centimeter Wii optical discs.
Video Output:	Supports 1080p, 1080i, 720p, 480p and 480i. Compatible cables include HDMI, component, S-video and composite.
Audio Output:	Uses AV Multi Out connector. Six-channel PCM linear output through HDMI.
Storage:	The console will have internal flash memory, as well as the option to expand its memory using either an SD memory card or an external USB hard disk drive.
CPU:	IBM Power®-based multi-core microprocessor.
GPU:	AMD Radeon™-based High Definition GPU.
Other:	Four USB 2.0 connector slots are included. The new console is backward compatible with Wii games and Wii accessories.

Note: Details are subject to change.