

VCE Console



The [VCE](#) Console is the standard interface for the [Virtual Collective Experience](#) it became active in [YE 34](#)

About the Console

The console consists of a chassis which connects to [SYNC](#) either directly or wireless. The console is hexagonal with a status display on each face. A connector for each [HALO](#) is present on each face as well.

Console can connect to a standard power outlet or be attached to a rechargeable power cell. In the event of a power interrupt the console has an emergency power cell to allow the users to exit the [VCE](#) smoothly.

The console comes with one [HALO](#), a power cable, and a network cable. The console can accept up to five more [HALO](#).

Each [HALO](#) operates independently of the others. It is possible for six users to be involved in completely different experiences.

The console is intended for casual users of [VCE](#), or those who need portability. The console will query the user at two hour intervals about pausing. The user can set this check to a longer interval.

Details

Manufacturer: [Taichimora Entertainment Technologies \(TET\)](#) Nomenclature: Te-P1-E3400 Designer: [Tamahagane Corporation R&D](#) **Price:** 500 [KS](#)

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