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Nintendo Has Bulky Launch Latest N2 Information Virtual Boy Sees Red

PlayStation 2 Rumors Sega To Debut Browser Atari Merges Out Of Gaming

...Get back to where you once belonged my Quarter-Friends, the Q is back and better than before with the best gossip and insider info you'll find in any gaming mag. The Q-Mann has struck gold once again with a page full of rumors that run the gambit of the gaming biz. We'll start off with the Ultra 64...er...that's Nintendo 64, and hand off the ball to Sony, Sega and the rest of the market before bidding good night to a legendary name in gaming... Starting things off this issue comes the now-famous news of Nintendo's decision to not only alter the name of its next-gen super machine, but also the release date—both in the U.S. and Japan. With softs trickling into reality, this Nintendo project won't see the light of day until mid-year in the Land of the Rising Sun and fall in the States. But unknown to most, the one benefit of this delay will be a simultaneous introduction of both the N64 and the secret "bulky" drive accessory. Look for both items to be resting side-by-side, along with about a half dozen games at launch...With more and more rumors swirling around the development of the PlayStation 2, Sony has released an official statement stating that talk of such a device is pure speculation. In a prepared statement, the company outlined that "Sony isn't going to make the mistake of other console manufacturers and promise the release of a new, improved version of the PlayStation. PlayStation 2 is only a rumor and not a fact." Unfortunately, Sony forgot to rip the concept of a PlayStation sequel from its developer unwrapping in England last year, where a timeline was published that showed a PS2 intro coming next year while even mentioning a PlayStation 3! With their official word, however, the shirts at Sony have apparently put development of their next super system on hold...

...While on the subject of the Station, Squaresoft has had talks with Sony about possibly doing a combo disc featuring Final Fantasy I through IV from Japan. Considering the fact that Nintendo has a stake in Square, such a move would sing high praises for the PlayStation as an all-purpose gaming machine...Look for Sega to follow-through with earlier Q-News and team up with Matsushita to co-develop and/or co-market new devices employing DVD technology. My Q sources indicate that the results of such a pairing may be a ways off, but will come...

...Here's a juicy one from the N-Files: The Q hears from several sources (and on the Internet) that completed N64 machines are now in completed packaging. While the Q was the first to call an April release into question, the fact that Nintendo has contended that such a delay was only to allow software to catch up to the console could support such a rumor. Right now, however, the Q-Mann doesn't buy it...In other related news, Nintendo has apparently signed a deal with Chinese chip manufacturer Macronix, according to *The China Post* newspaper. The deal means the Big N will pump \$30 million into development of Macronix's 6-inch IC wafer chip, and in return will get as many memory chips as it can eat...Still no official release date for the mighty M2, but some developers are telling you're true that the unit could face off against the N64 head to head—possibly with the same release date! Studio 3DO is working on 10 M2 titles as you read this, including Battlesport and a sequel to Killing Time. Also look for a new M2 Mortal Kombat that could be Ultimate, or maybe something else entirely...

...Hang on to your hats Goldstar 3DO owners. The machine developed to define video-game standards will reportedly not be compatible with the upcoming Panasonic M2 technology upgrade. Maybe this could explain the \$199 + two softs that Goldstar offered up last X-Mas and the Q has heard only rumors of a connector that will bridge the 3DO/M2 gap...Look for 3DO to jump on the Internet bandwagon with its own online device and gaming infrastructure...Look for Sega to debut its Saturn Web Browser at the E' show in L.A. Sources tell the Q that it will retail for 150 bucks and come packed with mouse and all connecting devices...Hot on the heels of the successful launch of Doom for the PlayStation, GT Interactive has picked up the rights to id Software's brand-new blaster, Quake. The game has had PC owners foaming at the mouth for months with a new 3-D graphics engine that provides a more detailed and richer environment...Virtual Boy is seeing red with both Takara and Taito, two companies that were leading the VB bandwagon, announcing that they will no longer support the machine. Rumors across the pond all point to the Boy's European intro being put on indefinite hold...

...Capcom did it again! The rumors about the company developing Street Fighter III were proven false when Street Fighter Alpha 2 turned up on test at local arcades. The sequel features quite an overhaul from the original SFA with new characters, music, backgrounds and combos added. But the name? What's next Capcom—Super Street Fighter Alpha 2 Championship Edition?...ASCII Entertainment is working on King's Field 3 in Japan and is rumored to have plans for a U.S. introduction as King's Field 2...Look for Sonic to make an appearance in an upcoming Virtua Fighter game...Look for Acclaim and Marvel to combine forces with a new game that features XO-Man of War with Iron Man for the 32-Bitters...The Q hears that Williams is the front runner to snatch up the Atari Games coin-op division from Time Warner that has dished up the greats from the beginning of time. Acclaim and Electronic Arts are also rumored to be in the running for the arcade powerhouse...

...Lastly, Atari has ceased its long battle for market share in the video-game industry by pulling the rug out from under the Jaguar. The company has merged with JTS Corporation and taken an approximately 60 percent interest in the combined venture, but will be looking for buyers or parties interested in licensing hardware/software for the under-supported next-gen machine. Even though Atari had some great ideas and occasionally the best hardware on the market, the company suffered from a lack of diversification in a field where huge bucks are needed to compete. Although it had the rights to both the 8-Bit Nintendo Entertainment System and 16-Bit Sega Genesis at one time or the other (only to let them slip through its corporate fingers), the company's philosophy of hardware over software is what ultimately ended its game...With that the Q bids the Jaguar, Panther, Lynx and a wide spectrum of computer products—as well as you—farewell. At least until next month...

- The Q