

MINITENDO NEWS NETWORK

CES POOL

January's Las Vegas Consumer Electronics Show was held in January in Las Vegas. Unfortunately, there wasn't a great deal happening, which is why we're spinning out this incredibly long-winded and uninformative first paragraph. There, that should do it. Now, about the show.

Those who went there hoping to see loads of cool Super NES titles were sorely disappointed, for when they got there, the cupboard was bare. Everyone is waiting for the Ultra 64 but, despite the ever growing list of developers, nothing that contained both 64 bits and the Nintendo logo was to be seen. The Virtual Boy made another appearance and one of only two third party developers signed up for it is THQ, which is obviously excited at the prospect of presenting its platform games in red and black.





Telero Boxer is the most promising title yet.



NINTENDO RELEASE AHOY!

CHOUSE YOUR TEAM PLAYER 1

AUSTRALIA ENGLAND
INDIA NEW ZEALAND
PAKISTAN
SRI LANKA GUSTRALIA NASALA

Following the CES, Nintendo Australia has put together a release schedule which should bring a few smiles to the faces of game-starved players across Australia. At the top of the list is the long, long awaited

Super International
Cricket from Beam
Software, which will be
released (finally!) this
month. We can't wait,
and we know you can't

RPG fans look alive, for Illusion Of Gaia, reviewed in January, will be released mid year retitled as Illusion Of Time. Also on the way to the Super NES is Super Pinball (which should be out now) and Uniracers (retitled



Unirally and
expected mid
year). The threat of
(more) harassment
from Mary
obviously got
someone at
Nintendo worried!
On the Game Boy front

THE LEGAL



look out for Donkey Kong Land, Megaman and Double
Dragon in March, with Kirby's Dreamland 2 and Mario's
PicCross (sort of like Battleship) to follow later in the year.
Oh, we almost forgot to tell you that a version of Donkey Kong

either so

6 NMS

we'll try and organise a review or something for next month.

Starwing 2 is due out in June or July, but at the time of writing this we still couldn't find any solid info on it other than that it is expected to be a two player simultaneous blaster with a 360° play field and will incorporate the faster FX II chip.

