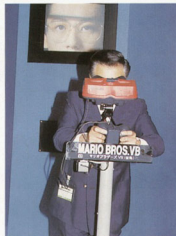


NO VEEBIES UNTIL SUMMER, SAYS NINTENDO



The commercial release of the Virtual Boy has been delayed, according to Nintendo of Japan. Originally scheduled for the end of April, it is now clear that the new console will not appear before July 21st.

Another revelation regarding the much-criticised hardware is that its price is expected to drop to around ¥15,000 (around £106). Previous announcements had suggested figures of ¥19,800 upwards.

The only reason given for the delay, according to Nintendo, is the 'slow development of software'. Although this suggests technical difficulties, it's been quite clear from the start that other game developers have been

Are these things ever really going to take off? Imagine a train full of people wearing these...



Looks a bit like a flying jellyfish-shaped cartridge.

unenthusiastic, even reluctant, to commit themselves to writing games for the new system. Hudsonsoft's overhead shoot-'em-up is one of the few third party projects

to be previewed to date.

Further rumours have reached Super Play that the unit may be modified to contain another colour LED to improve the display – this, however, is highly unlikely.

The Economics students amongst you may already know that the Yen has been gaining in strength in the international markets, and this change in exchange rates is likely to make Japanese-manufactured hardware such as the VB far more expensive over here. In any case, Nintendo has made it quite clear that neither Virtual Boy nor Ultra 64 will appear in the UK before 1996.

SNIPPETS

How will you react, we wonder, when we tell you that the worst game in the world is to have a sequel? Will you, as we did, break the legs off a chair and wave them furiously at the heavens in a futile expression of twentieth century angst? Then lock up your furniture as we reveal that a follow-up to *Rise of the Robots* is being written at this very moment. *ROTR* developer Mirage claims that *Rise 2: Resurrection*, with its 18 characters and all-new

special moves, will mark a 'quantum leap forward' in depth of gameplay. Sheeah, right. Because of the number of formats that were 'treated' to *Rise Of The Robots*, it's most likely that you've already seen a version of the original 'game' (we use these terms, not just lightly, but downright inaccurately); if not, you'll be able to catch it on coin-op at your local arcade this summer. See how long your three-piece lasts then, eh?

● Make sure you look after your SNES: it's going to have to last you a few years yet. According to a new report, games for the existing 16-bit console will retain their mass popularity until 1997. Inteco's business survey *Multimedia in the Home* holds bad news for the 'next-gen' machines, predicting that sales of CD console titles won't overtake cartridges until 1998 – when they will still only claim a predicted 64% of the market. With the recent news that the Saturn and the Playstation will cost more than £400 on launch, thanks to international exchange rates, it looks like the clever money is still backing successful 16-bit games.

● It had to happen: Super Play magazine has gone electronic. Future Publishing now has a

'presence' on the internet, and we're a small but burgeoning part of it. So if you have access to a computer plus modem, you can catch a glimpse of what we're doing at the following site.

● Futurenet's location...

<http://www.futurenet.co.uk>

You'll also be able to send e-mail messages straight to our untidy desks.

● Super Play's e-mail address...

splay@futurenet.co.uk

We have plans to place directories of news, reviews and guides on our pages, not to mention the latest tips. You can even browse through what's going on in other Future magazines. It's still very open-ended, so we want your feedback. Tell us what you'd like to see on our pages.



If you're of a nervous disposition, don't read this: *Rise of the Robots 2* is on the way. Nooooooo!

