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IN COMING

BREAKING STORIES



GEX 2 ALREADY?

Crystal Dynamics wonderful 3DO game **Gex** has only just hit the shelves, yet already a sequel is in production. The programmers of **Gex** are hard at work finishing the Saturn and PlayStation versions, while preliminary design work starts on a follow up. The new game is expected to expand upon the themes presented in the first game, evolving the concept à la Super Mario brothers.

KILLER RUMOR

Killer Instinct, the game that launched a thousand combos, is proving to be a pretty big hit. Another thing that might prove a hit is a Super NES version of the game. It's easily possible, using the techniques featured in **Donkey Kong Country** and the gossip is that Nintendo will release a 16-bit version of the game in order to keep the Super NES market from a premature death. However, Nintendo have said repeatedly that they would only release Instinct on the Ultra 64 platform. Quite why they'd go back on a promise as firm as that is a mystery to us.

GENESIS BOY?

Some of the more eagle-eyed readers out there may remember that Sega had plans to release a portable version of the Genesis, featuring a full colour screen, and more importantly, better battery life than the Game Gear. So what happened? Well, it looks like Sega just gave up the ghost and abandoned the project. Why? Because the 16-bit market is so dead in the water, that it won't even support a brand new handheld machine. Sega took a real beating from Nintendo in the handheld war and is still smarting. The sad thing is that the Mega Gear, as it was codenamed, was finished, ready for production and accepted Genesis cartridges without any modifications. Makes you wonder how much game-related junk ends up in a warehouse somewhere in the desert.



WHERE THE HELL IS VIRTUAL BOY?

Nintendo's weirdness knows no bounds. The Virtual Boy was supposed to debut early this year and yet there's no sign of it. Technical problems? Health concerns? Or perhaps just nasty press coverage. not that we'd participate in that kind of thing....

CAT CONTROL

Furious Jaguar owners can look forward to getting a decent controller at last. Atari are launching a 6-button pad for their machine, which should have had a decent pad in the first place. The pad has been specifically designed for fighting games, which is ironic since there isn't a single decent fighting game on the Jaguar. Still, you have to admire their sense of humor.