

I LOVE A CONSOLE LAUNCH. ALWAYS HAVE, ALWAYS WILL.

By Will Guyatt
Tech Journalist and Broadcaster

I've now lost count of the number I've now covered under the guise of work, from the queue outside my local Dixons in rural Wiltshire in March 1997 for the Nintendo 64, or that ridiculous Gizmondo shindig in London with Mini Me and Pharrell in 2005.

There's always been something fun about spending your first few hours with your new console and the release titles - but less than a week out, I'm wondering if there's any wonderment or surprise possibly left inside Nintendo's Switch 2.



This is not a hot-take slating the console - far from it, I am 100% all in - but I'm increasingly realising that genuine surprises simply don't seem possible in 2025.

I'm very excited about what the Switch 2 does for my gaming time - I spend a lot of time travelling with my battered old Switch Lite - so an update to newer, better looking games and some modern ports on hardware that isn't almost a decade old are not lost on me, and neither is Mario Kart World - yes, it's a sequel - but it's one we've waited a long time for.

When it comes to the games industry itself, I hope Switch 2 doesn't get swallowed up by cynicism. We know the Wii-U didn't come close to the ubiquity of the Wii, and hardly anyone remembers the DSI handheld - but hopefully, the Switch 2 will win out with both excellent first-party support, solid third party backing and a continued indie pipeline - which both surprised and delighted me about the Switch.

Sure - there's a ton of shovelware on the Nintendo store - but there's also a load of unique experiences too - which kept the Switch in my travel bag long after it should have been replaced.

Another modern reality of Switch 2 is the fact that what specialist games media remains is really bloody good at covering a launch, to within a literal inch of its life.

Every second of footage, tree house, trailer, photograph, approved hands-on and unsanctioned "leak" gets a load of attention.

I've even lost out on that initial joy of the boot sequence, thanks to a gamer posting a shaky-cam upload to X.

As I type this, I've literally just read that the console is confirmed as compatible with USB mice, thanks to a video reveal of a Japanese strategy title...

Perhaps it's time to go full old man waving at the sky - staying offline until I get my hands on a console? With any luck it'll have a hidden taser that's accessed by whistling the Super Mario Brothers theme.

I can dream...



Will Guyatt is a Tech Journalist and Broadcaster for LBC, BBC Radio 2 and many more.

He is former Head of Comms for Instagram, IGN and Future Publishing.