

## Konami Delays PC Engine Mini

Written by Alice Marshall  
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Konami delays the launch of its take on the miniature console, the [PC Engine Core Grafx Mini](#) (aka the TurboGrafx-16 Mini in the US)-- and the reason is, as you might have guessed, the coronavirus (aka Covid-19).



According to a statement from the Japanese games maker, manufacturing and shipping facilities in China are currently in "unavoidable suspension" due to the virus outbreak. As a result, the mini console and all related accessories are "delayed until further notice."

"We are investing all of our efforts to deliver the PC Engine Core Grafx Mini as soon as possible, and will provide further details on the deliver timing [sic] once confirmed," the company adds.

The new is, perhaps, not too surprising. After all, the coronavirus has lead to the closures of multiple factories in China, affecting a number of games hardware makers. For instance, back in February reports suggested "unavoidable" delays hit production of the Nintendo Switch, while

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Microsoft warned it might miss 2020 financial targets, spurring rumours the launch of the Xbox Series X will be delayed to 2021.

Originally set for a March 2020 launch, the PC Engine Mini is an interesting little machine. It is the palm-sized version of a gaming system first released in Japan in 1987 by Hudson Soft, before a limited 1989 release in European markets under the name "TurboGrafx." While obscure in our part of the world, the console proved popular enough in the Land of the Rising Sun to rival both NES and SNES, leading to multiple hardware revisions and even a CD-ROM add-on, before the now delayed miniature iteration.

Go [Konami PC Engine Core Grafx Mini Delay Announcement \(Twitter\)](#)