Analogue 3D gets yet another delay to later in 2025

Things just keep going wrong for Analogue's take on the Nintendo 64. The company announced today that the shipping date for its next console, the Analogue 3D, has been delayed until sometime in Q4 of this year. The announcement comes a little over a month after the console's previous delay, which would've seen it ship at the end of August.

While the July announcement cited the ongoing mess around tariffs as the reason for that delay, the cause for the current delay is less clear.

"Analogue has been moving at maximum pace, processing shipping to everyone who has been patiently waiting," the company wrote in a statement. "Unexpected, uncommon issues are rare. Especially in a negligible degree under esoteric circumstances. We're ensuring every detail meets our standard." The statement added that the launch is "at 99% percent. Hardware, system, packaging — the full kit — been set for months. The last one percent is where we're focused."

The company also says that the currently vague Q4 timing is "intentionally set conservatively," presumably to avoid having to announce another delay. Full refunds are available for those who pre-ordered.

https://www.theverge.com/news/762883/analogue-3d-delay-q4-2025