

NEWS

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After three long years of waiting, Nintendo has finally released their 16 bit Super Famicom. With all the rumours flying around that this would be the console to end all consoles, Robert Swan took a good, hard look at what could really be the future of computer entertainment...



LOOK AT THE SIZE OF THAT THING

Or rather, the lack of it. The first thing you really notice about the Famicom is its size, a sleek compact grey unit measuring 200mm x 240mm x 60mm, with a cartridge slot, a power switch, a cartridge eject button, and a reset switch. At the heart of the beast lies a 16 bit processor, with a number of other video and audio chips (the latter using both digital and PCM sound). The graphics chip provides a maximum resolution of 2048x256 pixels and can display 32,768 colours! Other details are limited at the moment, due to the fact that Nintendo are a little hesitant to give their secrets away, but we know for a fact that there are several hardware chips in there to do special things like rotate the screen and flip and zoom sprites.

The controls pads are quite innovative, too, with four coloured fire buttons on the pads surface, but as well as that, there are "left" and "right" steering buttons on the top of the pad! These are very comfortable to hold, and although the usual "finger cramp" sets in after a while, it doesn't hit too hard, and doesn't cause too much discomfort.



YOU CAN'T KEEP A GOOD PLUMBER DOWN...

That Mario bloke's back again - this time in Super Mario World. If you thought the other three Mario adventures were good, you'd better prepare yourself - this one smashes all three into oblivion!

Taking a similar style of play, SM4 contains the most amazing graphics - the amount of colour and the minute detailing on the sprites is just stunning (take a look at the pics if you don't believe us)! The visual gags are still there



UPER FAMICOM



in abundance - at certain stages, Mario or Luigi can climb on a dinosaur, which likes to eat nasties, then spit them out as fireballs!

The sound is just as exquisite, with jolly bouncy tunes, the most fantastic sampled piano we've ever heard, and the echo of every sound when you're underground! And the most incredible thing about it all, is that SM4 actually comes free with the machine!

GAMES ON THE WAY...

The only other game available at the moment is F-Zero, a hell-for-leather 3D road racing game, which places you at the controls of a nippy airskimmer.

Audio-visually, there's nothing to touch this on any machine at the moment,



and it's as playable as heck, too!

To come in the not-too-distant future, there's Super Ghouls and Ghosts (a rezzed-up version of the Capcom coin-op), R-Type II (which looks particularly flashy), Gadius III, Final Fight, Bombuzal and Populous (yep, it had to get in there somewhere). If the first two games are anything to go by, these others should be little short of spectacular when they finally arrive.

HOW MUCH??!

In Japan the Super Famicom sells at the equivalent of just over £100, but some grey importers will be selling it for between £350-400 mark - a hefty mark-up you may think, and almost as bad as the Neo Geo (though at least the games will be cheaper - between about £35 and £40).

Importers say that the reason for the vast price tag is the fact that Japanese stocks sold out almost instantaneously, and units are in such short supply that they are being

charged £300 cost price. After Christmas, when more stocks become available they hope to be able to bring the price down to about £200.

Traditionally, Nintendo release their machines in Japan first, then America, and only when the machines are well-established there are they launched in Europe. The Super Famicom's US release date is to be late in '91, so the day we Brits are able to pop into Dixons and pick up an official machine looks to be a long way off.

THE VERDICT

Okay, so there's been a long wait for the Super Famicom, but now it's really here, and the verdict is that it's definitely been worth the wait - it's simply the best home entertainment machine we've seen yet. If this new console gets even half of the support the NES received, this could be the console of the future. Keep reading C+VG for up-to-the-minute news and reviews - as soon as the new games appear, you'll be the first to know about them.