



http://www.bitfellas.org/e107_plugins/content/content.php?content.998

Page 1/2

Zine #3 - 57 - Consoles

Arakis, Wed 23 Apr 2008

Consoles

Well, remember 1982, 1983 with the first VCS2600 consoles, Intellelevision or later CBS Collecovision. At this time, it was the first step of the video-games in the family context. Computer were very expensive and not so much attractive, and you most of you were also still under ten years !!

Personally, I had a Mattel intellevision. It was good time, when you were buying a game, you were really playing with it during many and many hours. Ok, then in 1984, computer become more and more popular (zenith of ZX81, VIC20 starting of the C64...). So the console vanished suddenly.

In 1988, consoles get success again with the Nintendo and SEGA 8bits. These consoles were more attractive than the 8bits computers for the pure arcade games. They got an enormous succes in Japan and U.S.A. This success reached Europe. But Nintendo and SEGA 8bits could still not compete with the 16bit computers.

Now, 1990 is announcing a new generation of consoles, more performant with a quality approaching the Arcade machine one. NEC consoles already got a great success in Japan. Parrallel import in Europe exists. There is also a CD-ROM for this console which allows you to reach very high quality level in arcade games. But the most fabulous machine is the SEGA Megadrive 16Bit (Genesis in USA). Games like Ghouls'n'ghost or Altered Beast are really like the Arcade version. And the AMIGA version can't stand the comparaisn. Full screen games, FM sounds, enormous and wealth colored sprites are the main features of the SEGA 16bit consoles. I know some French people who have an Amiga and who bought a SEGA 16bits only for the games.. If you have a little brother, don't hesitate buying him a SEGA MD....for yourself of course !!

Nintendo, leader of the console market don't want to present his 16bit console because the selling of the 8bits one are so important that they don't need to present their new console at once...!

Arakis/BRAIN WAVE

This article originally appeared in the Amiga diskmagazine "Zine #3" by Brainstorm 1990.



http://www.bitfellas.org/e107_plugins/content/content.php?content.998

Page 2/2

Some content may refer to activities that are illegal in some countries. BitFellas does not support such activity.

Addresses and other contact information were only valid when this magazine was originally published, in february of 1990.