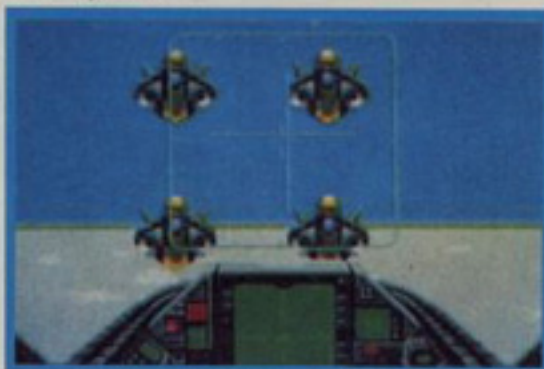# PC ENGINE SG

The consoles war is hotting up! Looking like something out of a science fiction movie, the PC Engine Super Grafx is released in Japan at the end of this month. Just how good is this latest super console? Julian Rignall has the story...

INSIDE THE BEAST

The PC Engine Super Grafx is a stunning-looking machine which resembles a piece of high-tech military gadgetry. And beneath its rugged exterior beats a mighty heart.

The machine uses a similar processor to the normal Engine, but has the addition of special video and blitter-style chips to shift sprite data around very quickly, allowing up to 128 sprites to appear on-screen simultaneously, compared with the Engine's 64.

The sound chip is the same as the Engine, but since Super Grafx cartridges feature more memory than their PC Engine counterparts, there will be much more room for sampled sounds and speech.

▲ *The new console in all it's glory.*

tures a full steering yoke, rather like the controls on the Star Wars arcade games, complete with top-mounted fire buttons, a gear stick/throttle, an LCD clock/timer, an LED radar-type display, a numeric keypad, and a plethora of buttons and knobs! The Engine SG slips neatly inside it, and once installed, you've got a control system that a 747 pilot would be jealous of!

▼ *The Power Console - how's THAT for a joystick?*

▲ *Airborne blasting thrills!*

THE GAMES

First and foremost, the PC Engine SG is compatible with all existing PC Engine titles, a feature that has become increasingly important in the design of new consoles, as it gives the user an instant games library while newer titles are developed.

There are details of only three SG games at the moment, a conversion of Capcom's Ghouls 'n' Ghosts (which looks as good as, if not better than the Megadrive version), an amazing Rastan-style arcade adventure, and a stunning 3D flying game that looks similar to Lock-On. The latter two have untranslatable Japanese names.

Reports state that there are another seven games currently being developed.

THE WHOPPER ADD-ON

An incredible piece of hardware that is being released simultaneously with the Engine SG is the Power Console, a control unit which makes the Konix Multisystem look very ill indeed. It fea-

▲ SuperGrafx Ghoul's 'n' Ghosts

▲ Grab the yoke and whiz through the ether.

▲ Rastan-style hackin' and slayin'.
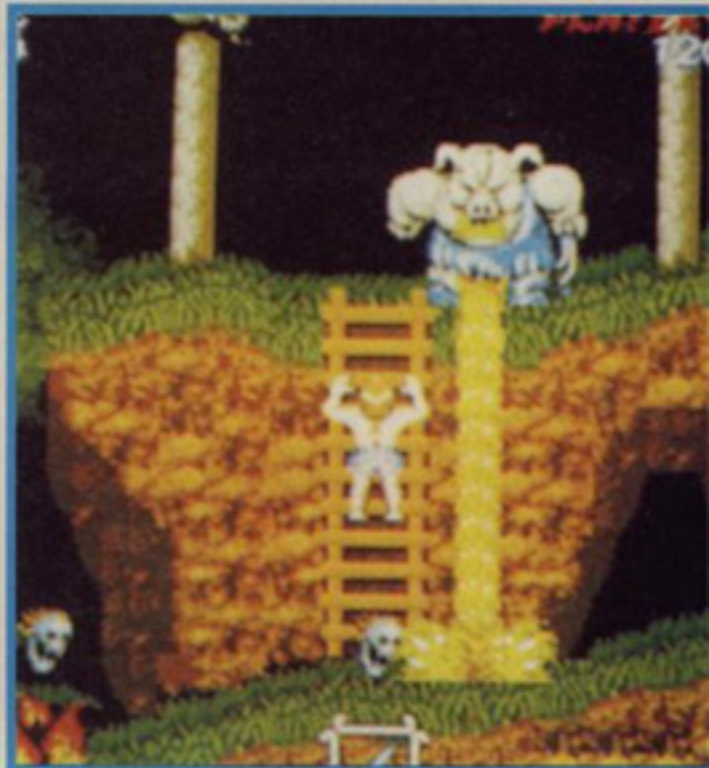
WHAT ABOUT THE ENGINE?

The immediate thought is that PC Engine software will dry up when the SG is released. Rubbish! With over 1.9 million Engine users in Japan alone, the American version of the Engine, the TurboGrafx just released, and a European version on the way (rumours currently state that it'll be available by autumn 1990), there's going to loads of new Engine games. What's more than likely to happen is that games will appear on both systems, with the SG game being a very enhanced version of the normal PC Engine title.

IN CONCLUSION

The Engine SG is a brilliant new machine, especially when you take into account the amazing Power Console. PC Engine titles already hold their own when compared with games on other systems - with its extra chips, SG games should be simply stunning!

WHEN AND WHERE

The PC Engine is yet to be officially released in Britain, so the PC Engine SG is a long way off appearing. The release date in Japan is later on this month and it'll retail at just under £180 - if things go the same way as they did with the Engine, you'll probably be able to buy modified imported versions early in the new year for around £250...

SPEC PROCESSOR: HUDSON 6502 LSI+
COLOURS: 512
RESOLUTION: 256x216
SPRITES: 128 ON-SCREEN SIMULTANEOUSLY
SOUND: 6-CHANNEL STEREO
RAM: 128K WITH 32K VIDEO RAM