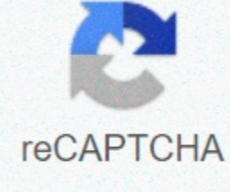




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Snes classic release date

Super NES Classic EditionNorth american variant of the Super NES ClassicAlso known asNintendo Classic Mini: Super Nintendo Entertainment System (Europe and Australia)Nintendo Classic Mini: Super Famicom (Japan)DeveloperNintendo PTDManufacturerNintendoTypeDedicated consoleRelease dateNA/EU: September 29, 2017 (2017-09-29)AUS: 30. septembra 2017. (2017-09-30)JP: 5. oktobra, 2017 (2017-10-05)Lifespan2017–2018Introductorna cenaUD 79,99 USD 7.980A\$119.95C\$99.99Units sold5,28 million (od 31. 2018)[1]MediaInternal flash memoryOperating systemLinuxSystem on a chipAllwinner R16CPU4 × ARM Cortex-A7Memory256 MB of DDR3 RAMStorage512 MB NAND flash memoryGraphicsMali-400 MPController inputSuper NES Classic Edition controller, Classic ControllerDi Dimenzije110mm × 40.5mm × 133mm (w × h × l)[2]PredecessorNES Classic Edition European/Australian variant of the Super NES Classic Edition (levo) i njegova dva kontrolerja (desno) Super Nintendo Entertainment System: Super NES Classic Edition Known as Nintendo Classic Mini : Super Nintendo Entertainment System in Europe and Australia and Nintendo Classic Mini: Super Famicom (Japanese: Nintendo Classic: Nintendo Classic) is a special home video game console issued by Nintendo that emulates the Super Nintendo Entertainment System. The console, a successor to the NES Classic Edition, has 21 Super NES titles preinstalled, including the first official release of Star Fox 2. [4] [5] Released in North America and Europe on 29 September 2017. Hardware Console is divided into three versions, which include a unique design of original systems issued in Japan, North America and Europe. [6] [7] While the North American edition has a look based on the straight corner of the grey and purple Super NES design, the Japanese and PAL region editions are modeled on the rounded edge of the Super Famicom/PAL Super NES design as originally released in these regions. The internal console uses the Allwinner R16 system on a chip with four ARM Cortex-A7 central processors, an ARM 400 MP2 graphics processor unit and 512 MB of flash memory and 256 MB of DDR3 memory. The same hardware was used in the previous NES Classic Edition. [8] The system has an HDMI display output of 720p/60 Hz and two control ports; two SNES controller wires are bundled with the system. [9] The controller door is hidden behind a fake front mask designed to appear as the original port of the Super NES controller. [10] Similar to predecessor controllers, super NES Classic Edition controllers have connectors that can be inserted into the Wii Remote and are used to play Super NES games on the Wii and Wii U Virtual Console. [10] Wii's Classic Controller compatible with Super NES Classic Edition. While the NES Classic Edition controller technically works with the super NES Classic Edition, the gameplay in most games is non-critical due to the absence of X and Y face buttons and shoulder buttons. [11] The console uses the Linux operating system and runs a set of emulators developed by Nintendo's European Research & Development (NERD). These emulators provide basic compatibility with the Super NES system, and for certain games, chipsets that have been included in inputs, such as the super FX chip used for Star Fox. [8] The Super NES Classic Edition includes two controllers with 5-metre (1.5 m) cables that handle complaints about short 3(0.91 m) used for the NES Classic. [12] Hacking An anonymous user who had previously discovered a means of hacking into NES Classic Edition discovered a similar hacking ability to install additional SNES games per unit. Not all SNES games can work because of missing emulation of custom cartridge chips. [13] Microkonsolo games contain 21 built-in games. These include the fox 2 star, who was canceled in 1996 at the end of its development; While Nintendo did not give an official word for cancellation, developer Dylan Cuthbert said that Nintendo feared how star Fox 2 would look compared to similar games on the more advanced PlayStation and Sega Saturn consoles. [14] Players can unlock Star Fox 2 at the SNES Classic when they clean the first level of Star Fox. [9] Despite the fact that the hardware shells are different, the two Western editions of the microconsole feature identical software, and all the games involved are based on their American localizations that run at 60 Hz, similar to the NES Classic Edition. That's why games, which originally had different titles in PAL regions, now use their American mines, such as Contra III: The Alien Wars (originally Super Probotector: Alien Rebels), Star Fox (originally Starwing) and Kirby Super Star (originally Kirby's Fun Pak). [15] Of the 21 titles included, 16 are common among all regions, and the five remaining are exclusively for Japan or north America/PAL region. Games NA/PAL Japan Contra III: The Alien Wars Donkey Kong Country EarthBound[A] F-Zero Final Fantasy VI[B][A] Fire Emblem: Mystery of the Emblem Kirby Super Star Kirby's Dream Course The Legend of the Mystical Ninja The Legend of Zelda: A Link to the Past Mega Man X Panel de Pon[C] Secret of Mana Star Fox Star Fox 2[D] Street Fighter II Turbo: Hyper Fighting Super Castlevania IV Super Ghouls 'n Ghouls Super Mario Kart Super Mario RPG[A] Super Mario World Super Metroid Super Punch-Out!! Super Soccer Super Street Fighter II: The New Challengers Yoshi's Island ^a b c Earthbound, Final Fantasy VI and Super Mario RPG were previously unconviced for the original Nintendo in the PAL region. ^ Final Fantasy VI was titled Final Fantasy III when it was first released in the West. ^ Panel de Pon is the original Japanese version of Tetris Attack. ^ Star Fox 2 was scheduled for release in 1996, but was canceled. His presence here on the SNES Classic Edition marks the first official edition of the game. The Super NES Classic Edition was unveiled on June 26, 2017, as the successor to the widely popular NES Classic. Nintendo has announced that the system will come with 21 Super Nintendo games, including the unpublished Star Fox 2. [16] It was released in North America on September 29, 2017 with a price of \$79.99. [18] Criticism of availability With the release of the NES Classic Edition, Nintendo was heavily criticised for its lack of availability for the console system, which reached a level of popularity that they were not fully prepared for. On July 21, 2017, the console was mistakenly made available for pre-order order at Walmart in the US due to a technical glitch and all pre-order orders were canceled on July 26, leading to widespread criticism among gaming media. [19] PC Magazine called the situation poorly managed by Walmart and said the future availability of the console does not look good. [21] USGamer called the attempt to acquire Super NES Classic Edition a nightmare wake and said availability would be as low as the NES Classic, as the situation was because we can't have nice things. [19] GameSpot stated that there were a frustrating few words from Nintendo about when pre-orders would be available. [22] Nintendo declined to comment on the situation. [23] On August 22, 2017, pre-orders officially opened at several major retailers, resulting in many of their locations crashing before customers could buy the system, as well as at GameStop physical locations in limited quantities, which also quickly sold out on the first, first served basis. [24] Target's website became derogated, and the removal of items from users' baskets,[24] and Walmart's pre-orders sold out in less than a minute. [25] This resulted in Nintendo being criticized as ruthless or ruthless in America, and that they contributed to a chaotic situation. [24] Polygon also confirmed that the Tai Ding internet bot is used to quickly pre-order systems before people can get a chance to order them, which proved successful due to the lack of CAPTCHA on the store's websites. [26] Scalpers soon flooded eBay with pre-order lists, some on labels of more than 300%. [25] Nintendo of America CEO Reggie Fils-Aimé announced in September 2017 that people should not buy SNES Classic pre-order from scalpers and suggested that SNES Classics be available immediately. [27] It was also noted that the company did not attempt to create an artificial orders outside our Nintendo also noted that more SNES Classics would be available on launch day than the total amount of NES Classics that were dispatched in 2016, and that shipments would resume in 2018, as opposed to those originally planned due to high demand. [28] With the super NES Classic Edition, Nintendo originally said that despite being willing to produce significantly more Super NES Classics than NES Classics, at the end of 2017 they were ready to stop production. Because of the high need, Nintendo changed its plans as Reggie Fils-Aimé confirmed the continued production of the system throughout 2018, and in 2018 it announced the return of the NES Classic, which many were unable to obtain after being bought by the crowds and resaled by many more than their IFRS. Fils-Aimé also deters consumers from buying from these scalpers and said that many stocks will be both NES and SNES. [39] In May 2018, Nintendo of America announced via Twitter that both consoles would be in stock in the second half of 2018, and the NES Classic will return to stores on June 29. [31] On December 13, 2018, Reggie Fils-Aimé agreed that both THE NES and SNES Classic Editions will not be repackaged after the 2018 holiday season, nor does Nintendo foresee a similar mini-console version of its other home consoles in the future. [32] Admission This section needs an extension. You can help by adding to this. (December 2018) Despite some criticism of his library of titles and issues from the NES Classic, Jonathon Dornbush of IGN praised the characteristics and enjoyment of the Super NES Classic. [33] Eurogamer praised the game library, the selection of border art, the improved dimension over the NES Classic Mini, and the 60 Hz support, as well as the fact that two controllers with longer cables are now in the delivery range as opposed to the NES Classic Mini. [42] Eurogamer also claimed that emulation of the SNES Classic Mini is better than emulating a virtual console. [34] IGN is a SNES Classic Mini 8.5 out of 10 points, with praise for the games involved, image quality, longer cables and rewind feature. Sales of SNES Mini sold 368,913 units in japan in the first four days of sales. By the end of October 2017, it had sold more than 2 million units worldwide. [37] SNES Classic sold more than 5 million units with its 2017 financial year report, which ended March 31, 2018. [38] By 30 September 2018, combined sales of NES and SNES Classic editions exceeded 10 million units. [39] Gallery Front Front Left Side Right side Open front Front Controller Front Controller Future According to Nintendo there are currently no plans for the Nintendo 64 Classic Mini. [40] Doug Bowser, the current president of Nintendo America, said that our focus is the law. is absolutely on our dedicated platforms such as Nintendo Switch Lite and our flagship Nintendo Switch. [41] Reggie Fils-Aimé said: For us, these were limited time opportunities that were for us as a company to bridge from the completion of the Wii U as a hardware system to the introduction of the Nintendo Switch. That was the strategic reason we launched the NES Classic. [41] Rumor has it that Nintendo will release the Game Boy Classic Mini. [42] Literature Andreas Zintzsch: Nintendo Classic Mini SNES: Cheats, Tipps und Tricks. Bildner Verlag, Passau 2018, ISBN 978-3-8328-0300-1. References ^ Osburn, Alex (January 31, 2018). SNES CLASSIC EDITION SALES HIT 4 MILLION UNITS. Ign. Retrieved 31 January 2018. ^ View specifications of SNES Classic Mini | NintendoSoup ^ Byford, Sam (June 26, 2017). Nintendo announces mini Super Famicom for Japan. The Verge. Archived from the original on 27 June 2017. Retrieved 26 June 2017. ^ Wales, Matt (26 June 2017). Nintendo Announces SNES Mini, and It'll Include Star Fox 2. Kotaku UK. Retrieved 26 June 2017. ^ Farnham, Donovan (June 26, 2017). 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