

Super Systems 2

Super/System

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Super Nintendo Entertainment System

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The Super Nintendo Entertainment System, commonly shortened to Super Nintendo, Super NES or SNES, is a 16-bit home video game console developed by Nintendo that was released in 1990 in Japan, 1991 in North America, 1992 in Europe and Oceania and 1993 in South America. In Japan, it is called the Super Famicom (SFC). In South Korea, it is called the Super Comboy and was distributed by Hyundai Electronics. The system was released in Brazil on August 30, 1993, by Playtronic. In Russia and CIS, the system was distributed by Steepler from 1994 until 1996. Although each version is essentially the same, several forms of regional lockout prevent cartridges for one version from being used in other versions.

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Super Mario Bros. 2

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Super Mario Bros. 2 is a 1988 platform game developed and published by Nintendo for the Nintendo Entertainment System. After the smash hit Super Mario Bros. in 1985, Nintendo quickly released a minor adaptation of the original with advanced difficulty titled Super Mario Bros. 2, for its mature market in Japan in 1986. However, Nintendo of America found this sequel too similar to its predecessor, and its difficulty too frustrating, for the nascent American market. This prompted a second Super Mario Bros. sequel based on Yume Kōjō: Doki Doki Panic, Nintendo's 1987 Family Computer Disk System game which had been based on a prototype platforming game and released as an advergame for Fuji Television's Yume Kōjō '87 media technology expo. The characters, enemies, and themes in Doki Doki Panic have...

Super Bomberman 2

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Japan on April 28, 1994, in North America later the same year, and in Europe on February 23, 1995.

It is the second installment of the Super Bomberman series, part of the larger Bomberman franchise, and the only installment without a 2-player story mode (although one was originally planned).

Super FX

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The Super FX is a coprocessor on the Graphics Support Unit (GSU) added to select Super Nintendo Entertainment System (SNES) video game cartridges, primarily to facilitate advanced 2D and 3D graphics. The Super FX chip was designed by Argonaut Games, who also co-developed the 3D space rail shooter video game Star Fox with Nintendo to demonstrate the additional polygon rendering capabilities that the chip had introduced to the SNES.

Super Game Boy

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The Super Game Boy is a peripheral that allows Game Boy cartridges to be played on a Super Nintendo Entertainment System console. Released in June 1994, it retailed for US\$59.99 (equivalent to \$127.27 in 2024) in the United States and £49.99 (equivalent to £125.59 in 2023) in the United Kingdom. In South Korea, it is called the Super Mini Comboy and was distributed by Hyundai Electronics. A revised model, the Super Game Boy 2, was released in Japan in January 1998.

Super Robot Wars OG 2

Super Robot Taisen: Original Generation 2 (スーパーロボット大戦ORIGINAL GENERATION2, Sūpā Robotto Taisen Orijinaru Jenerēshon Tsū) is a tactical role-playing game

Super Robot Taisen: Original Generation 2 (スーパーロボット大戦ORIGINAL GENERATION2, Sūpā Robotto Taisen Orijinaru Jenerēshon Tsū) is a tactical role-playing game for the Game Boy Advance. It is the second Super Robot Taisen game that was officially released in North America.

The story selection system of Super Robot Taisen: Original Generation has been removed, replacing it with a branching storyline during certain intervals of the game. Original Generation 2 primarily focuses on one of the two selectable protagonists from the first game. In addition, a total of four new series (three of them past Super Robot Wars games, while one is a manga) appear, adding new characters, mechs, major events from the respective stories of the series and some original creations for this game itself. Coupled along with...

Super Mario Galaxy 2

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Nintendo for the Wii. It was first announced at E3 2009 and is the sequel to 2007's Super Mario Galaxy. Much like the first game, the story follows Mario as he pursues the Koopa King, Bowser, into outer space, where he has imprisoned Princess Peach and taken control of the universe using Power Stars and Grand Stars. Mario must travel across various galaxies to recover the Power Stars in order to travel to the center of the universe and rescue Princess Peach.

The game was originally planned as an updated version of Super Mario Galaxy, known as Super Mario Galaxy More. However, it was later decided that the game would be expanded into a fully fleshed-out sequel when the development staff continued to build upon the game with...

Super Mario Bros.: The Lost Levels

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Super Mario Bros.: The Lost Levels, known in Japan as Super Mario Bros. 2, is a 1986 platform game developed by Nintendo R&D4 for the Famicom Disk System (FDS). Like its predecessor, Super Mario Bros. (1985), players control Mario or Luigi to rescue Princess Peach from Bowser. The Lost Levels has a higher difficulty level, introducing obstacles such as the poison mushroom, counterproductive level warps and mid-air wind gusts. Luigi controls differently from Mario, with reduced ground friction and increased jump height. The game contains 32 levels across eight worlds, and 20 bonus levels.

Nintendo developed The Lost Levels after designing some of its levels for the Nintendo VS. System version of Super Mario Bros. It was directed by Takashi Tezuka and designed for players who had mastered the...

Super Mario World

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Super Mario World, known in Japan as Super Mario World: Super Mario Bros. 4, is a 1990 platform game developed by Nintendo EAD and published by Nintendo for the Super Nintendo Entertainment System (SNES). The player controls Mario on his quest to save Princess Peach and Dinosaur Land from the series' antagonist Bowser and the Koopalings. The gameplay is similar to that of earlier Super Mario games; players control Mario through a series of levels in which the goal is to reach the goalpost at the end. Super Mario World introduces Yoshi, a rideable dinosaur who can eat enemies and spit some of them out as projectiles.

Nintendo Entertainment Analysis & Development developed the game, led by director Takashi Tezuka and producer and series creator Shigeru Miyamoto. It is the first Mario game for...

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