

## Konami Takes on Mini-Consoles With PC Engine Mini

Written by Marco Attard  
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Konami is the next gaming company to launch a miniature version of a games console from the days of yore-- the PC Engine Mini, aka the TurboGrafx-16 mini (if you're in the US), aka (in European markets) the PC Engine Core Grafx Mini.



As one might expect, the PC Engine Mini/TurboGrafx-16 mini/PC Engine Core Grafx Mini follows the pattern seen by the likes of the NES Classic or PlayStation Classic in being a palm-sized recreation of the original console preloaded with a variety of games. So far Konami confirms 5 titles (R-Type, New Adventure Island, Ninja Spirit, Ys Book I & II, Dungeon Explorer and Alien Crush), with different regions getting different final lineup.

You might be scratching your heads at the mention of a "PC Engine." Developed by Hudson Soft and manufactured by NEC Home Electronics, the gaming system was first released in Japan back in 1987. It eventually got a US release under the "TurboGrafx-16" title in 1989, before a limited release in the UK and Spain as the "TurboGrafx." The machine was found its way to France, since the Japanese model was imported and distributed in the country in 1989.

Such a situation explains all the different names for the miniature version of what is, ultimately, an 8-bit console that failed to take on more superior alternatives from the likes of Nintendo and Sega-- at least outside of Japan. The PC Engine proved popular enough in the Land of Rising Sun to make it the rival to both Famicom and Super Famicom (aka the NES and Super NES), leading to multiple hardware revisions and even a CD-ROM drive add-on.

Konami is still to announce when the PC Engine Core Grafx Mini will reach European markets.

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