



I'm not robot



[Continue](#)

## Space harrier arcade machine

Page 2i.redd.it/ayxwer... I start collecting arcade games at some point around 1994 with the purchase of a Nintendo Playchoice countertop from a local flea market. Like May's games that have come and gone from my collection over the years, I miss it very much. By the later part of the 90s I was attending vending machine auctions in North Carolina and Baltimore pretty regularly. From 1994-2001 my arcade collection was about 12-14 games, and it would be narrowed to 5 at some point in 2003. In 2005 my marriage ended, and the remaining games would be sold. Although many of these games from my past collection had gone to new homes (and I have no idea where they are today), a very special game remained in the family, even if not in my direct possession. Space Harrier was released by Sega at the end of 1985. I first played the game in what was probably the summer of 1986 while visiting my grandparents in Ocean City, Maryland. The 13-year-old me was blown away by the (at the time) innovative 3-D style graphics. The music is also classic 80's Sega awesomeness, created by legendary Sega composer Hiroshi Kawaguchi. The game was the design work of another Sega legend Yu Suzuki who also created other Sega classics such as Out Run and After Burner. I once blew more than ten dollars to play the game from start to finish to the outrage of my grandmother, who then gave me a lecture on the value of money. The joke was on her however, it made me love the game more. Space Harrier did not enjoy the production run of other Sega 3-D games (using the then new Motorola 68000 processor) of the era, and explains the rather rare nature of the game today. I was able to get my Space Harrier fix through the Sega Master System version (which is pretty good considering the limitations of the system), and later with the excellent Space Harrier II for the Sega Genesis. Despite the low production of the arcade game, Space Harrier would continue to perform on multiple home consoles, computers, and even in the arcades with the sequel Planet Harriers. I originally bought this game at auction for the colossal price of about \$150 dollars in 1996. It was in worn but decent condition at the time, today it is in slightly worse shape but still works well. In 2005 (as mentioned above) due to my divorce, the last bits of my original collection was sold except for this game. Space Harrier would stay with a family member (it was their favorite game) until earlier this year when they decided they no longer needed it. Last month, despite the current national lock down due to Corona, the game traveled from the East Coast to the Northwest. Like an old friend, I was ecstatic to see it again. The game at this point is in need of a top to bottom There is a good bit of cabinet damage at the bottom right of the machine. The game came with a dim monitor (covered in dust), a flaky controller, and lots of dirt in general. Parts are impossible for this game, so this will be a long term and deep dive restoration for sure. Oh and I haven't even mentioned the best part of this story, other than being reunited with this amazing game. This Space Harrier is exactly the same one I played as a kid so many years ago at Playland in Ocean City, MD. You can watch the video below for a deeper dive into both my Space Harrier and the history of the game. Space HarrierEuropean arcade flyerDeveloper(s)SegaPublisher(s)SegaDesigner(s)Yu SuzukiComposer(s)Hiroshi KawaguchiYuzo Koshiro (X68000)Mark Cooksey (C64)SeriesSpace Harrier Platform(s) Arcade Amiga, Amstrad CPC, Atari ST, Commodore 64, Game Boy Advance, Game Gear, Family Computer, PC-6001, PC-6601, PC-8801, PC-8801, PC-8801, PlayStation 2, Super/Sega 32X, Sega Mark III, Master System, Sega Saturn, PC Engine/TurboGrafx-16, ZX Spectrum Release December 1985 ArcadeWW: December, 1985[1]Sega Mark III/Master SystemJP: December 21, 1986[2]NA: 1986EU: 1986Commodore 16EU: 1986ZX spectrumEU: 1986 PC-6001JP: March 1987PC-6601JP: March 1987X68000JP: September 1987FM77AVJP: December 1987Commodore 64NA: 1987EU: 1987PC-8801JP: July 25, 1988PC Engine/Turbografx-16JP: October 14, 1988NA: 1990Atari STNA: 1988EU: 1988Family ComputerJP: January 6, 1989AmigaNA: 1989EU: 1989Game GearJP: December 28, 1991NA: 1991EU: 1991Super/Sega 32XJP : December 3, 1994NA: 1994EU: 1994AU : 1994Sega SaturnJP: 19 July 1996 ArcadeJP: 26 March 2009PAL: 29 May 2009NA: 15 June 2009Nintendo eShopJP: 26 December, 2012NA: November 28, 2013EU: November 28, 2013Genre(s)Rail shooterMode(s)Single-playerArcade systemSpace Harrier hardware[3] Space Harrier (Japanese: Hepburn: Supēsu Hariā) is a third-person rail shooter developed by Sega Enterprises and released in December 1985. Originally conceived as a realistic military themed game played in the third person perspective and with a player-controlled fighter jet, technical and memory limitations resulted in Sega developer Yu Suzuki redesigning around a jet-powered human character in a fantasy setting. With an analog flight stick and a cockpit-style cabinet that tilted and rolled while playing, it was advertised by Sega as a taikan (body sensation) arcade game. [4] Critically acclaimed for its innovative graphics and gameplay, Space Harrier is often ranked among Suzuki's best works. It has made several crossover appearances in other Sega titles, while PlatinumGames director Hideki Kamiya cited it as inspiration for its entering the video game industry. Space Harrier has been ported to more than twenty different home computer and gaming platforms, by Sega or external developers such as Dempa in Japan and Elite Systems in North America and Europe. Two home-system sequels followed in Space Harrier 3-D and Space Harrier II (both released in 1988), and the arcade spinoff Planet Harriers (2000). A polygon-based remake of the original game released by Sega for the PlayStation 2 as part of their Sega Ages series in 2003. 2003. Arcade gameplay Space Harrier is a fast rail shooter game played in a third person perspective behind the protagonist,[5] in a surreal world composed of brightly colored landscapes decorated with checkerboard-style grounds and stationary objects such as trees or stone pillars. At the beginning of the gameplay, players are greeted with a voice monster speaking Welcome to the Fantasy Zone. Get ready!, in addition to You're doing great! with the successful completion of a stage. [6] Title player character, simply named Harrier.[note 1] navigates a continuous set of eighteen different stages[10] while using a forearm beam-powered laser gun that allows Harrier to fly and shoot simultaneously. The goal is simply to destroy all enemies - ranging from prehistoric animals and Chinese dragons to flying robots, geometric objects in the sky and alien pods - while constantly moving to dodge projectiles and unshakable ground obstacles. [6] Fifteen of the eighteen stages of the game contain an employer at the end to be killed in order to progress to the next level; [11] the final stage is a rush of seven past bosses encountered to that point that appear individually and are identified by name on the bottom of the screen. [10] The two other levels are bonus stages that contain no enemies and where Harrier sets up an invincible feline dragon named Uriah,[6][note 2] that maneuvers the player to break through landscape obstacles and collect bonus points. After all lives have been lost, players have the opportunity to continue the gameplay with the insertion of an extra coin. [14] Since Space Harrier has no storyline, after the completion of all stages, only End is shown before the game returns to the title screen and continues to attract mode, regardless of how many of the player's additional lives remain. [14] Development The market research department told me not to make the play. I asked them why [3D shooters] didn't succeed and they told me it was because the target is too small. Based on that, my conclusion was that I basically had to make sure that the player could hit the target. So I created a transmitter system that guaranteed that the target could be hit. When the goal was close, it would always hit, but when the goal was in the distance, the player would miss. So the result of whether the player would hit the target or not was determined the moment the player took the shot. —Yu Suzuki, 2010[15] The game was first conceived by a Sega designer named Ida,[15] who wrote a 100-page document proposing the idea of a three-dimensional shooter that contained the word Harrier in the title. [15] The game would be a player-controlled fighter jet those shot rockets in realistic foregrounds, a concept that was soon rejected because of the extensive work required to realistically project the airplane from varying angles as it moved around the screen,[15] in combination with the memory limitations of arcade machines. [16] Sega developer Yu Suzuki therefore simplified the character to a human being, which requires less memory and realism to depict on screen. [16] He then rewrote the entire original proposal, changing the style of the game to a science-fiction setting while keeping only the name Harrier. [15] His inspirations for the new design of the game were the 1984 film The Story of Neverending, the 1982 anime series Cobra Space, and the work of artist Roger Dean. [16] Certain enemies were modeled after characters from the anime series Gundam. [17] Suzuki included a nod to the original designer in the finished product with an enemy character called Ida, a large moai-like floating stone head, because the designer had a really big head. [15] Three different arcade cabinets were produced: a straight cabinet, a sit-down version with a fixed seat, and its best-known[9][18][19] incarnation: a luxury cockpit-style rolling cabinet that was mounted on a motorized basis and moved depending on the direction in which the players pushed joystick. Sega hesitated to have the cabinets built due to high construction costs; Suzuki, who had proposed the cabinet designs, offered his salary as compensation if the game didn't, but it would instead become a big hit in arcades. [20] Suzuki had little involvement in the game after its initial release: the Port of The Main System system was developed by Mitsuhiro Fujii and Yuji Naka, and they added a final boss and a final sequence that was included in further ports. The game was too successful for Sega to leave the series, and other Sega collaborators, such as Naoto Ohshima (character designer for Probe the Hedgehog), Kotaro Hayashida (designer of Alex Kidd in Miracle World), and Toshihiro Nagoshi (director of Super Monkey Ball) have had involvement in various sequels. In an interview in 2015, Suzuki stated that he would have liked to have created a new Space Harrier himself, and was glad that it had been ported to the Nintendo 3DS. [17] Space Harrier's hardware arcade machine Space Harrier was one of the first arcade releases to use 16-bit graphics and scaled sprite (Super Scaler) technology[21] that allowed pseudo-3D sprite scales at high framerates.[22] with the ability to display 32,000 colors on the screen. [23] Running on the Sega Space Harrier arcade system board[24] previously used in Suzuki's 1985 arcade debut Hang-up, pseudo-3D sprite/teclching is used for the stage backgrounds while character charts are sprite-based. [22] Suzuki explained in 2010 that his designs were always 3D from the start. All the calculations in the system were 3D, even from Hang-On. I calculated the position, scale and zoom speed in 3D and converted it backwards to 2D. So I always thought in 3D. [25] The soundtrack of the game is by Hiroshi Kawaguchi, who designs on a Yamaha DX7 synthesizer and wrote the final versions as sheet music because he did not have access to a real music sequencer at the time. [26] A Zilog Z80 CPU that powers both a Yamaha YM2203 synthesis chip and Sega's PCM unit that was used for audio and digitized digitized Samples. [9] [26] Space Harrier used an analogue flight stick as its controller that allowed unscreen movement in all directions, while the speed of the character's flight is unchanging. The degree of pressure and acceleration varies depending on how far the stick is moved in a certain direction. [27] Two separate fire knots are mounted on the joystick (a trigger) and on the control panel; either one can be repeatedly pressed to shoot at enemies. Ports Space Harrier has been ported to numerous home computer systems and gaming consoles for over a quarter of a century, with most early translations unable to reproduce advanced visual or audio of the original capabilities, while controls were switched from analog to digital. The first port was released in 1986 for the Master System (Mark III in Japan), developed by Sega AM R&D 4. [28] The first two-megabit pattern produced for the console,[2] the game got a plot in which Harrier saves the Land of the Dragons (rather than the Fantasy Zone) from destruction, with a new ending sequence unlike the arcade version's simple The Master System. [6] [11] [29] All eighteen stages were present but the backgrounds in it were omitted, leaving just a monochromatic horizon and checkerboard floors. An exclusive boss was incorporated into a powerful twin-bodied fire dragon named Haya Oh, which was named after then-Sega President Hayao Nakayama. [6] The 1991 Game Gear port is based on its Master System counterpart, but with redesigned enemies and only twelve stages,[6] while Rutubo Games produced a near-duplicate of the arcade version in 1994 for the 32X add-on for the Sega Genesis. [29] Both plays featured box art by Marc Ericksen. [30] Other versions were developed for non-Sega gaming systems such as the TurboGrafx-16 and the Famicom, while Europe and North America saw home computer ports by Elite Systems for the ZX Spectrum,[31][32] Amstrad, and the Commodore 64 among others. [6] [9] M2, in collaboration with Sega CS3, ported Space Harrier to the handheld Nintendo 3DS console in 2013, complete with stereoscopic 3D and widescreen graphics—a process that took eighteen months. [33] [34] [35] Sega CS3 producer Yosuke Okunari described the 3D conversion process of the game as almost impossible. If you have a character sprite that was originally in 2D and bring it into a 3D point of view, you need to build the image from scratch. [36] During development, M2 President Naoki Hori sought advice from staff regarding the gameplay of the arcade original. They would say it was hard to tell if objects were right for their character or not. As soon as we had the game in 3D, the same people came back and said, 'OK, now I get it! I can play it now!' [36] The port included a feature that players to use the gyroscope of 3DS to simulate the experience of the original motorized cabinet through a tilt screen,[37] exacerbated by the optional activation of the sounds of button clicks and and the movement of the cabinet. [38] Hori recalled in a 2015 interview that he was intrigued by the ability to create Space Harrier and previous Sega arcade games for the 3DS using stereoscopic technology. Both SEGA and M2 wanted to see what would happen if we added a little spice to these titles, in the form of modern gaming technology. Could it improve the entertainment factor? I think the reception that the releases have had from critics highlights that these games are as relevant today as ever, and that means we've succeeded. [39] Reception ReceptionAggregate scoreAggregateScoreMetacritic70/100 (3DS)[40]Review scoresPublicationScoreAllGame4.5/5 (32X)[41]2.5/5 (PC)[5]4.5/5 (SMS)[42]3/5 (TG16)[43]3/5 (Wii)[44]Crash77% (PC) [46]CVG35/40 (PC)[47]78% (SMS)[48]8 9% (TG16)[49]82% (Amiga)[50]GamePro4/5 (32x)[51]GameSpy9/10 (SMS)[52]IGN4.5/10 (Wii)[53]Next Generation (10 32X)[45]Sinclair User5/5 (PC)[31]Your Sinclair9/10 (PC)[32] Sega unveiled Harrier Space at the 1985 Amusement Machine Show in Japan,[54] and it was received at its initial arcade and home versions. In January 1986, Game Machine listed Space Harrier as one of the most popular arcade games in Japan at the time. [55] It tied at runner-up with the Commodore 64 Uridium title for Game of the Year honors at the 1986 Golden Joystick Awards. Reviewing the game at the 1986 Amusement Trades Exhibition International in London, Clare Edgeley of Computer and Video Games hailed it as a crowd stopper due to its realistic moving cockpit, graphic capabilities, and amazing technicolour landscapes, but warned: Unless you're an expert, you'll find it very difficult. [56] Ed Semrad of The Milwaukee Journal gave the Master System port a 9/10 rating,[57] and Computer Gaming World considered it the best arcade shoot-'em-up of the year... As exciting a game as this reviewer has ever played. [58] Phil Campbell of The Sydney Morning Herald praised the 1989 Amiga conversion as an absorbing and faithful copy of the original. [59] Computer and Video Games called the port an entirely unpretentious computer game full of weird and crazy nasties. [50] Paul Mellerick of Sega Force wrote that the Game Gear version was amazingly close to the original... the scrolling is the fastest and smoothest ever seen. [60] GamePro noted that the 32X version had uncomplicated controls, graphics were pretty close to the arcade version, and was a nice trip down memory lane.[51] while the Next Generation called it a decent, solid game. [45] AllGame enthusiast: No fan of the game that owns a 32X should be without it. It is one of the few must-haves on the system. [41] However, IGN's Lucas Thomas rated the 2008 Wii port a 4.5 score of 10, citing his poor visuals and poor control and blunted color palette.[53] and Jeff of Giant Bomb, in his review of Probe Man Genesis Collection, criticized the numerous audio issues of Space Harrier the way the original game sounds. [61] Bob Mackey of USGamer said of the Nintendo 3DS port: Space Harrier remains a shallow game built around dated visual pizazz, and that hasn't really changed. But you probably won't find a more lush and loving presentation than Space Harrier 3D. [38] The game continues to garner praise for its audio, visual, and gameplay properties. [7] [62] [63] GameSetWatch Trevor Wilson noted in 2006: It's easy to see why the game is so beloved to this day, with its dazzling speed and classic tunes. [64] In 2008, Retro Gamer editor Darran Jones described the game as difficult, but a thing of beauty [that] even today... possesses a striking elegance that encourages you to come back to it again. [65] That same year, IGN's Levi Buchanan opined: Even today, Space Harrier is a feast for the eye, a hellzapoppin explosion of light, color and imagination. [27] Eric Twice of Snackbar Games commented in 2013: It's easy to just think of it as just a game where you press the button and things die, but Suzuki is a very conscious designer. He has a very specific vision behind each of his matches, and nothing in them is ever left to chance. [66] In a 2013 Eurogamer retrospective on the series, Rich Stanton observed: The speed at which Space Harrier moves is rarely matched. It's not easy to design a game. Many other games have fast parts, or certain mechanics tied to speed- and it's interesting to note how much control take away at this point. Every time I play Space Harrier ... The speed blows me away one more time. It's a monster. [18] Eric Francisco of Inverse described the visuals of the game in 2015: Imagine a sour journey through an 1980s anime, a Robert Jordan novel and early Silicon Valley binge-coding sessions. [67] GamesRadar ranked the arcade original's bonus phase among the 25 best bonus levels of all time in 2014, and paired it with players who control The Neverending Story's dragon character Falkor. [68] Kotaku mentioned the Space Harrier tribute stage of Bayonetta in their 2013 selection of trippiest video game levels. [69] Also in 2013, Hanuman Welch of Complex included Space Harrier among the ten Sega games that he felt warranted a modern reboot, citing the kinetic pace that would be welcome on today's systems. [70] Hideki Kamiya, the director of PlatinumGames and creator of the Devil May Cry series, cited Space Harrier as an inspiration for his entry into the video game industry in a 2014 interview. There were so many trendsetting final games that came out [in the 1980s], like Graduis and Space Harrier. All these game makers tried to create original, truly creative games that had never existed before. [71] [72] Legacy Harrier spawned two home-system sequels in 1988. The Master System exclusive Space Harrier 3-D uses Sega's SegaScope 3-D glasses, and featured the same gameplay and visuals as the gate of the original game while featuring new stage, enemy and boss designs. [12] [12] Harrier II was one of six launch titles for the Japanese debut of the Mega Drive (Sega Genesis).[73] and was released as such in the United States in August 1989. [74] In December 2000, fifteen years after the debut of the original game, Sega released the loose arcade sequel Planet Harriers, which again continued the gameplay style of the franchise but featured four new selectable characters each possessing different weapons, in addition to five fully realized stages and a new option to buy arm power-ups. [73] However, Planet Skiers had only a minimal presence in the United States due to its faltering arcade scene, and it was never given a home version. [75] In 2003, a remake of the original Space Harrier was developed by M2 as part of the Japanese Sega Ages classic-game series (Sega Classics Collection in North America and Europe) for the PlayStation 2. [76] The charts are composed of polygons instead of sprites while several characters are redesigned, and a selectable option allows players to switch to a fractal mode that replaces traditional checkerboard floors with texture-assigned playing fields and includes two new underground stages. [6] Power-ups such as bombs and lock-on targeting fly to and are caught by the player while playing. [77] The original Space Harrier was packed with three of Yu Suzuki's other works-After Burner, Out Run, and Super Hang-On-for the 2003 Game Boy Advance release Sega Arcade Gallery. The Space Harrier Complete Collection (Sega Ages 2500 Series Vol. 20: Space Harrier II in Japan).[78] developed by M2 for the PlayStation 2, followed on October 27, 2005 to commemorate the 20th anniversary of the franchise.[79] and consisted of all official series releases to deal with the different generations of our customers, according to Yosuke Okunari. [80] The content of the bonus included a record-and-replay feature and an arcade promotional equipment gallery,[81] in addition to images of Hiroshi Kawaguchi's sheet music and notes for the soundtrack of the original game. [82] The 1991 Game Gear port is hidden inside as an Easter egg. [76] Space Harrier was re-released for Nintendo Switch as part of the Sega Ages lineup. Space Harrier's other gigs have shared an unofficial bond with another Sega shooter franchise, Fantasy Zone, which debuted in Japanese arcades in March 1986. [83] Both sets are believed to be set in the same universe; [27] Space Harrier's opening line of dialogue at the beginning of gameplay (Welcome to the Fantasy Zone) has been cited as a reason, but this was taken away by Fantasy Zone director Yoji Ishii in a 2014 interview. [4] A 1989 port of Fantasy Zone for the Japan-exclusive X68000 Sharp contains a hidden stage called Dragon Land that the enemy

