

From Mega Drive to SNES Sound Chips and the Games That Used Them: An Audiophile's Guide to the Golden Age of Console Music

The Mega Drive and SNES sound chips were two of the most iconic and innovative pieces of hardware in the history of video games. Their unique capabilities and sound design helped to define the golden age of console gaming, and their legacy continues to inspire musicians and game developers to this day.



The Little Book of Sound Chips Vol. 3: 1987-1991: From Mega Drive to SNES, sound chips and the games that used them. by Chris Abbott

★★★★☆ 4.4 out of 5

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In this article, we'll take a closer look at the Mega Drive and SNES sound chips, and explore some of the most memorable games that used them.

The Mega Drive Sound Chip

The Mega Drive sound chip was a 6-channel FM synthesizer chip capable of producing a wide range of sounds, from lush pads to soaring leads. It was also one of the first sound chips to feature a built-in reverb effect, which added a sense of depth and space to the music.

Some of the most memorable games that used the Mega Drive sound chip include:

- Sonic the Hedgehog
- Phantasy Star IV
- Streets of Rage
- Golden Axe
- ToeJam & Earl

These games showcased the Mega Drive sound chip's versatility and power, and they helped to set a new standard for console music.

The SNES Sound Chip

The SNES sound chip was an 8-channel PCM synthesizer chip capable of producing high-quality, CD-quality sound. It was also the first sound chip to feature a built-in DSP, which allowed for more complex sound effects and music.

Some of the most memorable games that used the SNES sound chip include:

- Super Mario World
- The Legend of Zelda: A Link to the Past
- Super Metroid
- Final Fantasy VI
- Chrono Trigger

These games showcased the SNES sound chip's ability to create rich and immersive soundtracks, and they helped to raise the bar for console music.

The Legacy of the Mega Drive and SNES Sound Chips

The Mega Drive and SNES sound chips had a profound impact on the history of video game music. Their unique capabilities and sound design helped to define the golden age of console gaming, and their legacy continues to inspire musicians and game developers to this day.

Today, many modern video game composers still draw inspiration from the Mega Drive and SNES sound chips. They use these chips' unique sounds and techniques to create music that is both nostalgic and innovative.

The Mega Drive and SNES sound chips are a testament to the power of innovation in the video game industry. They helped to shape the sound of a generation of games, and their legacy will continue to inspire musicians and game developers for years to come.

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If you're an audiophile or a fan of video game music, then you owe it to yourself to check out the Mega Drive and SNES sound chips. They're a testament to the power of innovation in the video game industry, and they're sure to provide you with hours of listening enjoyment.



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by Chris Abbott

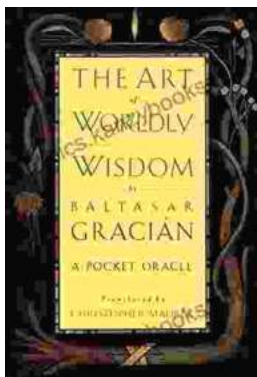
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