

Retro Rearview: FM-TOWNS Marty

Written by DarkTetsuya

Wednesday, 05 May 2010 15:58 - Last Updated Wednesday, 05 May 2010 20:12



**Formerly 'A Look Back'*

I'm back again with a look at another classic console. Had to change the name of the article, but I'm hoping to stick with 'Retro Rearview' for the rest of these. (*Hat tip to our lead-in act Bobby Blackwolf for the suggestion! tune into his show every night before ours at 5PM Pacific every Sunday @ allgames.com* !)

Anyway, the next system I wanted to take a look at was the FM-Towns Marty, a console version of an obscure Japanese computer that was released back in 1991 by Fujitsu. Also notable about this system is that it was the first 32-bit system ever released, predating the Saturn, PSX and 3D0 by three years.

The FM-Towns itself was more like a desktop PC, but the Marty was geared more toward the console gaming market. Most of the 'FM-Towns' games should also be compatible with the Marty, but your mileage may vary.

Speaking of games, the Marty did have a decent selection of great games, including several arcade ports:

- After Burner
- After Burner III (*Which amazingly looks on par with Namco's 'Ace Combat/Air Combat' on the PSX*)
- Alone in the Dark
- Bubble Bobble
- Chase HQ
- Drakkhen

Retro Rearview: FM-TOWNS Marty

Written by DarkTetsuya

Wednesday, 05 May 2010 15:58 - Last Updated Wednesday, 05 May 2010 20:12

- Eye of the Beholder II (*But oddly no sign of the original EotB*)
- Flashback: The Quest For Identity
- Galaxy Force II
- Image Fight
- Kyukyoku Tiger
- Loom (*Man this game was everywhere!*)
- Marble Madness
- Muscle Bomber (*Known in the states as Saturday Night Slam Masters, a Capcom-themed wrestling/fighting game which also costarred Mike Haggard of Final Fight fame.*)

- New Zealand Story (*Perhaps one of my favorite Taito games ever*)
- Operation Wolf
- Puyo Puyo
- Samurai Spirits (*aka Samurai Shodown in the US*)
- Super Street Fighter II (*from videos I've seen, a pretty amazing port!*)

Sadly, despite Fujitsu's best efforts to compete with the Super Famicom (SNES) and Megadrive/Mega CD (Genesis/SEGA CD), the Marty just couldn't keep up with the big boys, which is disappointing... from the videos I've seen on youtube in researching this article, it certainly looked like a neat system to own.

Unfortunately as far as checking out the FM-Towns Marty, unlike the last installment where I covered the MSX, there isn't any word on a Wii Virtual Console appearance for the Marty. So, you'll have to try eBay, or use an emulator such as [Xe](#) which emulates many systems including the Marty. As for the games.... sadly you're on your own.

I hope you enjoyed my second installment of Retro Rearview. I'll try to keep this series going for at least a little while longer, with a few more classic/obscure systems to talk about. If you have an obscure system you'd like to see me spotlight on RR, hit me up on twitter @darktetsuya!