

= Genesis Nomad =

The Genesis Nomad ( also known as Sega Nomad ) is a handheld game console by Sega released in North America in October 1995 . The Nomad is a portable variation of Sega 's home console , the Sega Genesis ( known as the Mega Drive outside North America ) . Designed from the Mega Jet , a portable version of the home console designed for use on airline flights in Japan , Nomad served to succeed the Game Gear and was the last handheld console released by Sega . Unique about the Nomad is its additional functionality as a home console through a video port designed to be used with a television set . Released late in the Genesis era , the Nomad had a short lifespan .

Sold exclusively in North America , the Nomad was never officially released worldwide , and employs regional lockout . Because of the timing of Nomad 's release in October 1995 , Nomad released to an active game library of over 500 Genesis titles , but did not include any pack @-@ in titles itself . Sega 's focus on the Sega Saturn left the Nomad undersupported , and the handheld itself was incompatible with several Genesis peripherals , including the Power Base Converter , the Sega CD , and the 32X .

= = History = =

The Genesis represents Sega 's entry into the 16 @-@ bit era of video game consoles . In Japan , Sega released the Mega Jet , a portable version of the Mega Drive designed for use on Japan Airlines flights . As a condensed version , the Mega Jet requires a connection to a television screen and a power source , and so outside of airline flights it is only useful in cars equipped with a television set and cigarette lighter receptacle .

Planning to release a new handheld console as a successor to the Game Gear , Sega originally intended to produce a system which was to feature a touchscreen interface , released two years before the Game.com handheld by Tiger Electronics . However , such technology was very expensive at the time , and the handheld itself was estimated to have a high cost . Instead , Sega chose to suspend the idea and instead release the Genesis Nomad , a handheld version of the Genesis . The codename used during development was " Project Venus . "

The Nomad was released in October 1995 in North America only . The release was five years into the market span of the Genesis , with an existing library of more than 500 Genesis games . According to former Sega of America research and development head Joe Miller , the Nomad was not intended to be the Game Gear 's replacement and believes that there was little planning from Sega of Japan for the new handheld . Sega was supporting five different consoles : Saturn , Genesis , Game Gear , Pico , and the Master System , as well as the Sega CD and 32X add @-@ ons . In Japan , the Mega Drive had never been successful and the Saturn was more successful than Sony 's PlayStation , so Sega Enterprises CEO Hayao Nakayama decided to focus on the Saturn . Sega decided to stop focusing on the Genesis in 1999 , by which time the Nomad was being sold at less than a third of its original price .

= = Technical specifications = =

Similar to the Genesis and the Mega Jet , the Nomad 's main CPU is a Motorola 68000 . Possessing similar memory , graphics , and sound capabilities , the Nomad is nearly identical to the full @-@ size console ; the only variation that is completely self @-@ sufficient . The Nomad has a 3 @. @ 25 inch backlit color screen and also contains an A / V output that allows the Nomad to be played on a television screen ? a feature unique to the Nomad . Design elements of the handheld were made similar to the Game Gear , but included six buttons for full compatibility with later Genesis releases . Also included were a red power switch , headphone jack , volume dial , and separate controller input for multiplayer games . The Nomad could be powered by an AC adapter , a rechargeable battery pack known as the Genesis Nomad PowerBack , or six AA batteries , which provide a battery life of two to three hours . The Nomad consumed more power ( DC 9V , 3.5W ) than Sega 's earlier portable gaming console , the Game Gear ( DC 9V , 3W ) . The Nomad also

lacks a " Reset " button , which makes it impossible to complete certain games , such as the X @-@ Men video game , which require pressing the button to finish certain objectives .

The Nomad is fully compatible with several Genesis peripherals , including the Sega Activator , Team Play Adaptor , Mega Mouse , and the Sega Channel and XBAND network add @-@ ons . However , the Nomad is not compatible with the Power Base Converter , Sega CD , or 32X . This means that the Nomad can only play Genesis titles , whereas the standard Genesis can also play Master System , Sega CD , and 32X titles with the respective add @-@ ons .

= = Game library = =

The Nomad does not have its own game library , but instead plays Genesis games . At the time of its launch , the Nomad had over 500 games available for play . However , no pack @-@ in title was included . The Nomad can boot bootleg , unlicensed , and homebrew games made for the Genesis . Some earlier third @-@ party titles have compatibility issues when played on the Nomad , but can be successfully played through the use of a Game Genie . Likewise , due to its inability to accommodate the use any add @-@ ons , it is unable to play any games for the Sega Master System , Sega CD , or Sega 32X . The Nomad employs regional lockout , but methods have been found to bypass this .

= = Reception and legacy = =

Reception for the Nomad is mixed between its uniqueness and its poor timing into the market . Blake Snow of GamePro listed the Nomad as fifth on his list of the " 10 Worst @-@ Selling Handhelds of All Time , " criticizing its poor timing into the market , inadequate advertising , and poor battery life . Scott Alan Marriott of Allgame placed more than simply timing into reasons for the Nomad 's lack of sales , stating , " The reason for the Nomad 's failure may have very well been a combination of poor timing , company mistrust and the relatively high cost of the machine ( without a pack @-@ in ) . Genesis owners were too skittish to invest in another 16 @-@ bit system . " The staff of Retro Gamer , however , praised the Nomad , saying in a retrospective that Nomad was " the first true 16 @-@ bit handheld " and declared it the best variant of the Genesis . In the same article , Retro Gamer notes the collectability of the Nomad , due to its low production , and states , " Had Sega cottoned on to the concept of the Nomad before the Mega Drive 2 , and rolled it out as a true successor to the Mega Drive ... then perhaps Sega may have succeeded in its original goal to prolong the life of the Mega Drive in the US . "