G.I.M.I.C

Direct Recording Environment for Arcade Games

What is G.I.M.I.C ?

G.I.M.I.C is a sound chip playing system; it can host various sound chips that were employed in home computers and arcade games through the 80s and 90s. It can play song files in a microSD card (the standalone mode) or can be used as a USB external sound source by some PC software (the USB mode).

What is on display

On display is the game Valkyrie no Densetsu (namco, 1989), with its audio captured and played through our direct recording hardware system. The set up has seen actual use in recording several commercially released soundtrack albums. Processing various data formats, converting sampling rates, multi-channel processing are all handled by a single FPGA. This technology is derived from our main project, the G.I.M.I.C modular system, whose OPM module employs the same YM2151 chip as Valkyrie no Densetsu (the latter being equipped with namco SYSTEM II YM2151+C140).

Visit our booth to play the game and experience high-quality audio digitally captured from the board !

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How to play

Start

Jump

Attack/
Select magic(long-press)