

1976 {channel_f.bin}



- Fairchild F8 17897725MHz
- 64B RAM / 2KB VRAM
- 128 x 64px
- 8 colors
- 4 channel Stereo
- output 18V 12VA
- cart, maxROM 6KB
- 28 games

1977 {studio2.bin}



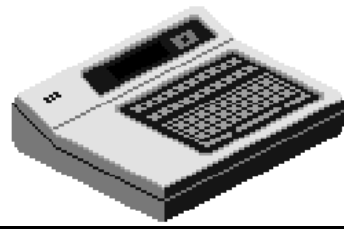
- RCA COSMAC 1802 1.78MHz
- CDP 1601 Video chipset
- 512B RAM
- 128x64, 64x64, 64x128px
- monochrome
- Internal 2KB ROM
- single channel Buzzer
- output 9V DC
- cart, maxROM 1KB
- 16 games(5 built in)

1977 {2600.bin}



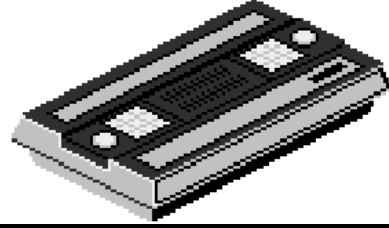
- MOS Technology 6507 1.19MHz
- TIA 1A 3.58MHz
- 128B RAM
- 320 x 200px
- 16 colors x 8 variations
- two channels Mono 1bit
- output 9V DC, 500mA
- cart, maxROM 16KB
- 418 games

1978 {odyssey2.bin}



- Intel 8048 (8bit) 1.79MHz
- 64B RAM / 128B VRAM
- 160 x 200px / 4 sprites
- 12 colors
- Internal 1024 bytes BIOS ROM
- 1 channel / Intel 8244/8245
- output AC 12V, 600mA
- cart, maxROM 49KB
- 62 games

1979 {intv.bin}



- GI CP1610 (16bit) 894.886kHz
- 1456B RAM
- 160x96px(160x192)/8 sprites
- 16 colors
- Internal 7168B ROM
- GI AY-3-8910 audio
- 3 channel sound & 1noise gen
- output 16.7V AC 1.0A
- cart, maxROM 16KB
- 125+ games

1982 {arcadia.bin}



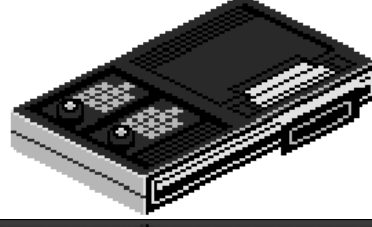
- Signatice 2650 (8bit) 3.58MHz
- Signatice 2637 UVI
- 512B RAM
- 208 x 108px / 4 Sprites
- 8 colors
- Single channel beep and noise
- cart, maxROM 1KB
- 45 games

1982 {creativision.bin}



- Rockwell 6502A (8bit) 2MHz
- TI TMS9928/9929 VDP
- 1KB RAM / 16KB VRAM
- 256 x 192px / 32 Sprites
- Internal 2 KB ROM
- 16 colors
- TISND76489 3 Tonal, 1Noise
- output AC 16V, 250mA
- cart, maxROM 18KB
- 17 games

1982 {coleco.bin}



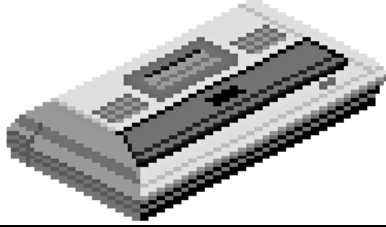
- NEC D780C-1 (8bit) 3.58MHz
- TI TMS9928A VDC
- 1KB RAM / 16KB VRAM
- 256 x 192px / 32 Sprites
- Internal 8 KB ROM
- 16 colors
- TISN76489AN 3 tonal, 1noise
- output+5 9A,-5 1A,+12 .3A, Grnd
- cart, maxROM 33KB
- 144 games

1982 {vectrex.bin}



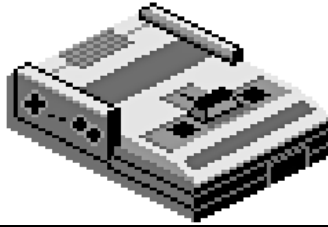
- Motorola 68A09 1.6MHz
- RAM 1KB x 4-BIT 2114
- General Instrument AY3 8912
- 8 KB (8-BIT 2363 chip) storage
- Samsung 240RB40 9" Monitor
- Black & White
- AC 120V, 60Hz
- 28 games (official)

1983 {sg1000.bin}



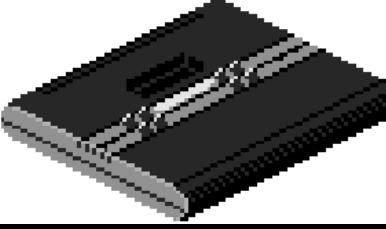
- NEC 780C 3.58MHz
- TI TMS9928A VDC
- 2KB RAM / 16KB VRAM
- 256 x 192px
- 16 colors/ 32 sprites
- TI SN76489 4 channels
- output DC 9V, 7.7W
- cart, maxROM 49KB
- 74 games

1983 {nes.bin} japan



- Ricoh 2A03 1.79MHz
- RP2C02 PPU 5.37MHz
- 2KB RAM / 2KB VRAM
- 256 x 240px/ max64 sprites
- 52 colors (25max)
- PSG Sound 5 channels
- output DC 9V 1.3a
- cart, maxROM 786KB(1MB)
- 1850+ games

1983 {2600.bin} japan



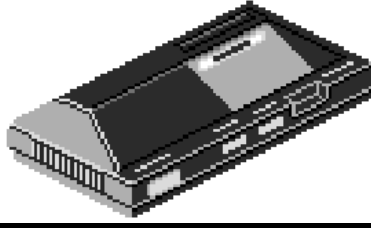
- MOS Technology 6507 1.19MHz
- TIA 1A 3.58MHz
- 128B RAM
- 320 x 200px
- 16 colors x 8 variations
- two channels Mono 1bit
- output 9V DC, 500mA
- cart, maxROM 16KB
- 418 games

1985 {sms.bin} japan



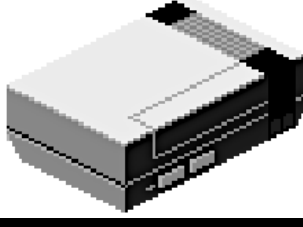
- Zilog Z80 (8bit) 3.58MHz
- TI TMS9928A VDP
- 8 KB RAM / 16 KB VRAM
- 256 x 224px/ 16 sprites
- 64 colors (32 max)
- TI SN76489 PSG 4 channels
- Output DC 9V, 1A
- cart, maxROM 524KB
- 318 games

1985 {sms.bin} usa



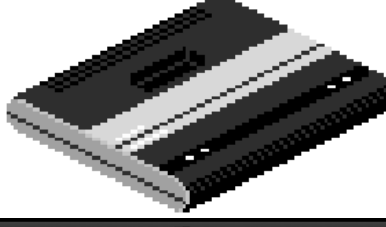
- Zilog Z80 (8bit) 3.58MHz
- TI TMS9928A VDP
- 8 KB RAM / 16 KB VRAM
- 256 x 224px/ 16 sprites
- 64 colors (32 max)
- TI SN76489 PSG 4 channels
- Output DC 9V, 1A
- cart, maxROM 524KB
- 318 games

1985 {nes.bin} usa



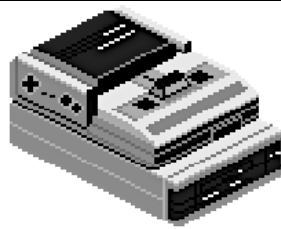
- Ricoh 2A03 1.79MHz
- RP2C02 PPU 5.37MHz
- 2KB RAM / 2KB VRAM
- 256 x 240px/ max64 sprites
- 52 colors (25max)
- PSG Sound 5 channels
- output DC 9V 1.3a
- cart, maxROM 786KB(1MB)
- 1850+ games

1986 {7800.bin}



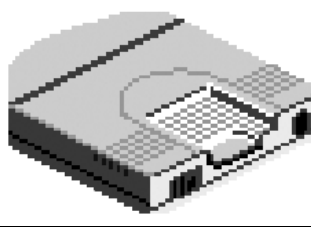
- Atari SALLY 8 bit 6502c 1.79MHz
- Atari MARIA GPU 7.16 Mhz
- 4KB RAM
- 320 x 240px
- Internal 4KB ROM (BIOS)
- 256 colors (16 max)
- TIA chip 2 channel
- output DC 9V, 1a
- cart, maxROM 148KB
- 59 games

1986 {nes.bin} extra



- FDS:
- 8KB RAM
- 32KB disk cache
- Ricoh 2C33 (+1 channel)
- output DC9V 400ma
- 6 C batteries (5 months)
- floppy, maxDISK 112KB
- 200+ games

1987 {pce.bin}



- Two HuC6280A 1.79 Mhz/7.16Mhz
- HuC680 VCE / HuC26270A VDC
- 8 KB RAM / 84KB VRAM
- 256 x 224 up to 565 x 242px
- 512 colors (9 bit), 482 on screen
- 64 sprites (max)
- Six PSG audio channels 3.58 Mhz
- output DC 9V, 650 MA
- HuCard, maxROM 2.6MB
- 390 games

1988 {genesis.bin} japan



- Motorola 68000 7.67MHz
- Zilog Z80, Yamaha YM701 VDP
- 64KB RAM / 64KB VRAM
- 256(320)x224(448)px/80sprites
- Internal 2KB ROM (boot)
- 512 colors (84 on screen)
- Yamaha YM2612 6 channel FM
- SN76489 PSG 3 channel, 1noise
- cart, maxROM 5.2MB
- 964 games

1988 {pcecd.bin} japan



- Two HuC6280A 1.79 Mhz/7.16Mhz
- Oki MSM5205 ADPCM
- 8 KB RAM / 84KB VRAM
- Internal 64KB DRAM
- 256 x 224 up to 565 x 242px
- 512 colors (9 bit), 482 on screen
- 64 sprites (max)
- Six PSG audio channels 3.58 Mhz
- cd, maxCDROM 571.7MB
- 423 games

1989 {genesis.bin} usa



- Motorola 68000 7.67MHz
- Zilog Z80, Yamaha YM701 VDP
- 64KB RAM / 64KB VRAM
- 256(320)x224(448)px/80sprites
- Internal 2KB ROM (boot)
- 512 colors (84 on screen)
- Yamaha YM2612 6 channel FM
- SN76489 PSG 3 channel, 1noise
- cart, maxROM 5.2MB
- 964 games

1989 {pce.bin} usa



- Two HuC6280A 1.79 Mhz/7.16Mhz
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- 256 x 224 up to 565 x 242px
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- 64 sprites (max)
- Six PSG audio channels 3.58 Mhz
- output DC 9V, 650 MA
- HuCard, maxROM 2.6MB
- 390 games

1989 {pcecd.bin} usa



- Two HuC6280A 1.79 Mhz/7.16Mhz
- Oki MSM5205 ADPCM
- 8 KB RAM / 84KB VRAM
- Internal 64KB DRAM
- 256 x 224 up to 565 x 242px
- 512 colors (9 bit), 482 on screen
- 64 sprites (max)
- Six PSG audio channels 3.58 Mhz
- cd, maxCDROM 571.7MB
- 423 games

1990 {ng.bin}



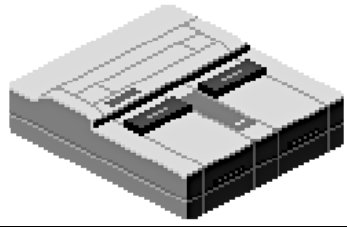
- 16 bit Motorola 68000 12 Mhz
- 8 bit Zilog-80A 4Mhz
- 64 KB + 2KB RAM / 68KB VRAM
- 320 x 224px / 380 sprites
- 85,536 colors (4096 on screen)
- Yamaha YM2610 15 channels
- output DC 9V, 3A
- cart, maxROM 89.5MB
- 117 games

1990 {snes.bin} japan



- Ricoh 5A22 3.58MHz
- 16-bi PPU, Sony SPC700
- 128KB DRAM / 68KB SRAM
- 512 x 478px (max)
- 32768 colors (256 on screen)
- 16-bit ADPCM, 8 channels, 32kHz
- output DC 10V, 850 mA
- cart, maxROM 6.3MB
- 1440+ games

1991 {snes.bin} usa



- Ricoh 5A22 3.58MHz
- 16-bi PPU, Sony SPC700
- 128KB DRAM / 68KB SRAM
- 512 x 478px (max)
- 32768 colors (256 on screen)
- 16-bit ADPCM, 8 channels, 32kHz
- output DC 10V, 850 mA
- cart, maxROM 6.3MB
- 1440+ games

SUPER GAMEBOY


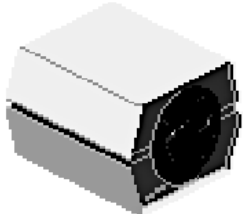
- 300+ draws
- max LGVH 35KB
- 180WVR parallel (3 nodes)
- bioinformatics database

PDP1

VIDEOBRAIN


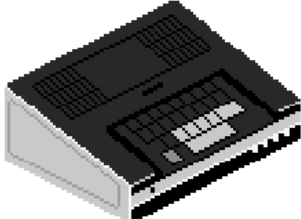
AMIGA

1959 {pdp1.bin}




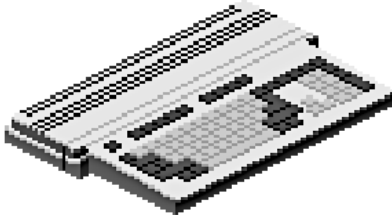
- DEC 1000 series 18-bit 5MHz
- 9.2KB words up to 144KB
- 5ms cycle magnetic-core mo
- Type 30 CRT 18-inch
- 1024 x 1024 points 20,000/sec
- punched paper tape storage
- RC filtered 4 part audio
- 115 VAC, 60 Hz
- 1 game

1977 {videobrain.bin}



- Fairchild F8 1.79Mhz
- 1K RAM / 4K ROM
- UV-201 graphics
- 384x336 / 128x56
- 16 colors to TV
- max12KB cartridges
- 120 VAC, 10w
- 17 titles

1985 {amiga.bin}



- Motorola 68000 7.16Mhz
- RAM 256KB max 8.5MB
- OCS 640x512 6-bpp
- 16 colors at 640x400
- 4096 colors at 320x200
- Paula 4x 8 bit channel 28kHz
- 3.5inch DD floppy disk (880KB)
- AmigaOS 1 Workbench GUI
- 3000+ games

- 3000+ games
- AmigaOS 1 Workbench GUI
- 3.5inch DD floppy disk (880KB)
- Paula 4x 8 bit channel 28kHz