openfpga Consoles

1976 {channel_f.bin}
CHANNEL F
- Fairchild F8 1.7897725MHz
- 64B RAM / 2KB VRAM
- 128 x 64px
- 8 colors
- 4 channel Stereo
- output 18V 12VA
- cart, maxROM 6KB
- 26 games

1977 {studio2.bin}
STUDIO II
- RCA COSMAC 1802 1.78MHz
- CDP 1861 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}
ATARI 2600
- MOS Technology 6507 1.19Mhz
- TIA 1A 3.58MHz
- 128B RAM
- 320 x 200px
- 16 colors x 8 variations
- two channels Mono 1 bit
- output 9V DC, 500mA
- cart, maxROM 16KB
- 418 games

1978 {odyssey2.bin}
ODYSSEY 2
- 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}
INTELLIVISION
- GI CP1610 (16bit) 894.886kHz
- 1456B RAM
- 160x96px(160x192)/8 sprites
- 16 colors
- internal 7166B ROM
- GI AY-3-8910 audio
- 3 channel sound & 1 noise gen
- output 16.7V AC 1.0A
- cart, maxROM 16KB
- 125+ games

1982 {arcadia.bin}
ARCADIA
- Signetics 2650 (8bit) 3.58MHz
- Signetics 2637 UVI
- 512B RAM
- 208 x 108px / 4 Sprites
- 8 colors
- Single channel beep and noise
- cart, maxROM 1KB
- 45 games

1982 {creativision.bin}
CREATIVISION
- Rockwell 6502A (8bit) 2MHz
- TI TMS9928/9929 VDP
- 1KB RAM /16KB VRAM
- 256 x 192px / 32 Sprites
- internal 2 KB ROM
- 16 colors
- TI SND76489 3 Tonal, 1 Noise
- output AC 16V, 250mA
- cart, maxROM 18KB
- 17 games

1982 {coleco.bin}
COLECOVISION
- NEC D780C-1 (8bit) 3.58MHz
- TI TMS9928A VDC
- 1KB RAM / 16KB VRAM
- 256 x 192px / 32 Sprites
- internal 8 KB ROM
- 16 colors
- TI SN76489AN 3 tonal, 1 noise
- output+5 9A,-5 1A,+12 .3A, Grnd
- cart, maxROM 33KB
- 144 games

1983 {sg1000.bin}
SG-1000
- 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
FAMICOM
- 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
ATARI 2600(J)
- MOS Technology 6507 1.19Mhz
- TIA 1A 3.58MHz
- 128B RAM
- 320 x 200px
- 16 colors x 8 variations
- two channels Mono 1 bit
- output 9V DC, 500mA
- cart, maxROM 16KB
- 418 games

1985 {sms.bin} japan
SEGA MK3
- 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
MASTER SYSTEM
- 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
NES
- 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 7800
- 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
F_DISK SYSTEM
- 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}
PC-ENGINE
- Two HuC6280A 1.79 MHz/7.16MHz
- HuC6260 VCE / HuC26270A VDC
- 8 KB RAM / 64KB 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
MEGADRIVE
- Motorola 68000 7.67MHz
- Zilog Z80, Yamaha YM7101 VDP
- 64KB RAM / 64KB VRAM
- 256(320)x224(448)px/80sprites
- internal 2KB ROM (boot)
- 512 colors (64 on screen)
- Yamaha YM2612 6 channel FM
- SN76489 PSG 3 channel, 1 noise
- cart, maxROM 5.2MB
- 964 games

1988 {pcecd.bin} japan
PC-ENGINE CD
- Two HuC6280A 1.79 MHz/7.16MHz
- Oki MSM5205 ADPCM
- 8 KB RAM / 64KB 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
GENESIS
- Motorola 68000 7.67MHz
- Zilog Z80, Yamaha YM7101 VDP
- 64KB RAM / 64KB VRAM
- 256(320)x224(448)px/80sprites
- internal 2KB ROM (boot)
- 512 colors (64 on screen)
- Yamaha YM2612 6 channel FM
- SN76489 PSG 3 channel, 1 noise
- cart, maxROM 5.2MB
- 964 games

1989 {pce.bin} usa
TURBOGRAFX16
- Two HuC6280A 1.79 MHz/7.16MHz
- HuC6260 VCE / HuC26270A VDC
- 8 KB RAM / 64KB 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

1989 {pcecd.bin} usa
TURBO_16CD
- Two HuC6280A 1.79 MHz/7.16MHz
- Oki MSM5205 ADPCM
- 8 KB RAM / 64KB 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}
NEOGEO
- 16 bit Motorola 68000 12 MHz
- 8 bit Zilog-80A 4MHz
- 64 KB + 2KB RAM / 68KB VRAM
- 320 x 224px / 380 sprites
- 65,536 colors (4096 on screen)
- Yamaha YM2610 15 channels
- output DC 9V, 3A
- cart, maxROM 89.5MB
- 117 games

1990 {snes.bin} japan
SUPER FAMICOM
- 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
SNES
- 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

1980 {gameandwatch.bin}

GAME&WATCH

- 4 bit Sharp SM5xx cpu
- 16,384Hz clock speed
- 4,096 Hz tone
- LCD screen with time
- 40 variants (vintage)

1982 {avision.bin}

ADVEN. VISION

- Intel 8048 733.33KHz
- 64B RAM / 1KB EPROM
- red LED display
- 150 x 40px
- 2 colors
- NS COP411L 52.6 kHz
- 18 pure tones / 1 sound effects
- 4 "D" sized batteries
- 4 games

1989 {gb.bin}

GAMEBOY

- Custom Sharp LR35902 4.19MHz
- 8KB S-RAM (expandable 32KB)
- 2.6inch LCD
- 160 x 144px
- 4 colors (shades of gray)
- 2 pulse wave, 1 PCM 4-bit wave
- AA Battery x4 (15hours)
- DC 6V 0.7W
- cart, maxROM 1MB
- 814 games

1990 {gamate.bin}

GAMATE

- UMC UA6588F
- 16KB RAM
- 2.6-inch LCD
- 160 x 152px
- 4 colors (shades of gray)
- GI AY-38910 3ch.mono 1ch.noise
- AA Battery x4
- DC 6V 300mA
- cart, maxROM 524KB
- 70 games

1990 {gg.bin}

GAME GEAR

- Zilog Z80 3.58MHz
- 8KB RAM / 16KB VRAM
- 3.2-inch LCD
- 160 x 144px
- 4096 colors, 32 on screen
- TI SN76489 PSG
- battery x6 (5 hours)
- DC 9V
- cart, maxROM 1MB
- 390 games

1992 {supervision.bin}

SUPERVISION

- 65SC02 4.00MHz
- 16 bytes RAM
- 2.37-inch LCD
- 160 x 160px
- 4 colors (shades of gray)
- 2 Tonal, 1 Noise Channel
- AA Battery x4 (14 hours)
- DC 6V
- cart, maxROM 524KB
- 68 games

1993 {mega_duck.bin}

MEGA DUCK

- MOS Z80 4.19MHz
- 16 KB RAM
- 2.7-inch LCD
- 160 x 144px
- 4 colors (shades of blue)
- 2 Tonal, 1 Noise Channel
- AA Battery x4 (15hours)
- DC 6V
- cart, maxROM 131KB
- 13 games

1994 {sgb.bin}

SUPER GAMEBOY

- Custom Sharp LR35902 4.19MHz
- 8KB S-RAM (expandable 32KB)
- 160 x 144px custom borders
- 64 colors (12 on screen)
- 2 pulse wave, 1 PCM 4-bit wave
- cart, maxROM 1MB
- 524 games(enhanced)

1996 {gbc.bin}

GAMEBOY COLOR

- Zilog Z80 4.0 or 8.0 MHz
- 32KB RAM / 16KB VRAM
- 2.3-inch TFT LCD
- 160 x 144px
- 32,768 colors, 56 on screen
- 2 square wave, 1 wave ch.1 noise
- AA Battery x2 (10 hours)
- DC 3V 0.6W
- cart, maxROM 8.4MB
- 467 games

1996 {tamagotchi_p1.bin}

TAMAGOTCHI

- 4 bit CMOS EOC6S46 cpu
- 32.768 kHz clock speed
- 640x4 words RAM
- 160x4 words display
- 119 design variants (vintage)

1999 {wonderswan.bin}

WONDERSWAN

- NEC V30 3.072 MHz
- 128KB RAM
- 2.49-inch TFT LCD
- 224 x 144px
- Monochrome (8 shades)
- 2 square wave, 1 wave ch.1 noise
- AA Battery x1 (40 hours)
- cart, maxROM 8.4MB
- 467 games

2000 {wonderswan.bin} extra

SWAN. COLOR

- SPGY-1002 3.072 MHz
- 512KB RAM
- 2.9-inchTFT LCD
- 224 x 144px
- 4096 (241 on screen)
- 2 square wave, 1 wave ch.1 noise
- AA Battery x1 (20 hours)
- cart, maxROM 8.4MB
- 102 games

2001 {gba.bin}

GBA

- Sharp ARM7TDMI 16.78 MHz
- 32KB VRAM / 256KB DRAM
- 2.9-inch TFT LCD
- 240 x 160px
- 32,768 colors (512 on screen)
- AMP IR3R60N dual 8bit DAC
- AA Battery x 2 (15 hours)
- maxROM 33.6MB
- 930+ games

2001 {poke_mini.bin}

POKEMON MINI

- Epson S1C88 4 MHz
- 4KB RAM / 8KB EPROM
- 21-bit cartridge bus
- 96 x 64px
- monochrome LCD
- 1 channel PWM, 3 vol. levels
- AAA battery x1 (60 hours)
- cart, maxROM 512KB
- 10 games

2003 {game_king.bin}

GAMEKING

- WDC 65C02 6 MHz
- 48 x 32px
- monochrome LCD (4 shades)
- 8 kHz audio
- AAA battery x2
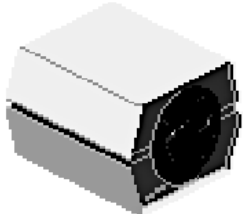- cart, maxROM 524KB
- 39 games

2016 {arduboy.bin}

ARDUBOY

- ATMega32u4 16MHz
- 2.5KB RAM / 1KB EEPROM
- 1.3-inch 1-bit OLED
- 128 x 64px
- piezoelectric speakers
- 180mAh battery (3 hours)
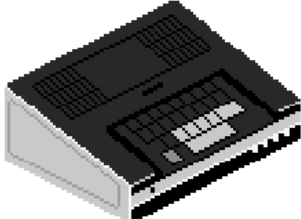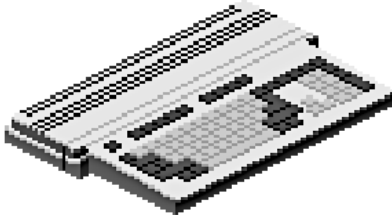- maxFLASH 32KB
- 200+ games

1959 {pdp1.bin}

PDP1

- DEC 1000 series 18-bit 5MHz
- 9.2KB words up to 144KB
- 5ms cycle magnetic-core mo
- Type 30 CRT 19-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}

VIDEOBRAIN

- 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}

AMIGA

- Motorola 68000 7.16Mhz
- RAM 256KB max 8.5MB
- OCS 640x512I 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