

Abstract

- ✦ 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

```
{nes.bin} extra
```

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

```
{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

- ◆ Ricoh 5A22 3.58MHz
- ◆ 16-bit 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

ADVEN_VISION

{avision.bin}



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

GAMEBOY

{gb.bin}



- ↪ Custom Sharp LR35902 4.19MHz
- ↪ 8KB S-RAM (expandable 32KB)
- ↪ 2.6inch LCD
- ↪ 160 x 144px
- ↪ 4 colors (shades of gray)
- ↪ 2 pulse wave, 1PCM 4-bit wave
- ↪ AA Battery x4 (16hours)
- ↪ DC 6V 0.7W
- ↪ cart. maxROM 1MB
- ↪ 614 games

GAMATE

{gamate.bin}



- ↪ 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

GAME GEAR

{gg.bin}



- ↪ 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

MEGA DUCK

{mega_duck.bin}



- ↪ 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

SUPERVISION

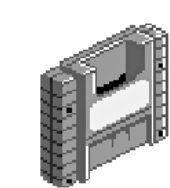
{supervision.bin}



- ↪ 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
- ↪ 66 games

SUPER GAMEBOY

{sgb.bin}



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

GAMEBOY COLOR

{gbc.bin}



- ↪ 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

WONDERSWAN

{wonderswan.bin}



- ↪ 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

SWAN_COLOR

{wonderswan.bin} extra



- ↪ SPQV-1002 3.072 MHz
- ↪ 512KB RAM
- ↪ 2.9-inch TFT 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

GBA

{gba.bin}



- ↪ 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

POKEMON MINI

{poke_mini.bin}



- ↪ 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

GAMEKING

{game_king.bin}



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

ARDUBOY

{arduboy.bin}



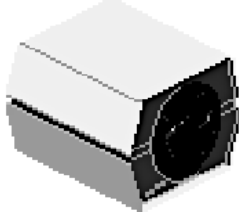
- ↪ ATmega32u4 16MHz
- ↪ 2.5KB RAM / 1KB EEPROM
- ↪ 1.3-inch 1-bit OLED
- ↪ 128 x 64px
- ↪ piezoelectric speakers
- ↪ 180mAh battery (3 hours)
- ↪ maxFLASH 32KB
- ↪ 200+ games

PDP1

VIDEOBRAIN

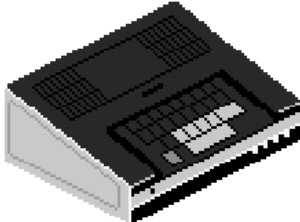
AMIGA

{pdp1.bin}



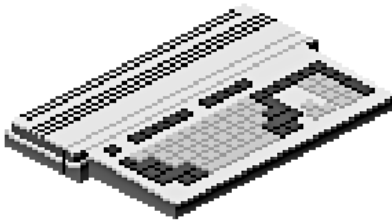
- DEC 1000 series 18-bit 5MHz
- 9.2KB words up to 144KB
- 5ms cycle magnetic-core mo
- Type 30 CRT 18-inch
- 1024 x 1024 points 20,000/sec
- punched paper tape storage
- RC filtered 4 part audio
- 115 VAC, 60 Hz
- 1 game

{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

{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